



**Formal Elements**

**Players**

Relationship

# of players

interaction patterns

Unilateral competition

Multilateral competition

multiplayer

team vs. team

cooperative play

Player vs. player

Player vs. game

Outcomes

zero-sum

Non-zero sum

**Objectives**

Boundaries

Spatial

Magic circle

Construction

Outmit

capture

chase

Eace

Rescue/escape

alignment

exploration

forbidden act

solution

Health

Units

Inventory

Special terrain

Time

Power-ups

currency

Lives

**Rules**

Define

Restrict action

Determine effect

objects & concepts

**Procedures**

Starting action

Progression of action

Special action

Resolving actions