WHAT IS A GAME?
Closed formal System
Players engage in structured combat
Resolves to unequal outcome
Supports interaction for aesthetic goal
Formal Elements of Game Design
PLAYERS
Individual VS
Player
Game
Multiple People
Multi-player co-op
Team vs Team
Unilateral competition
OBJECTIVES (Why You Play!)
Capture
Outwit
Race
Alignment
Forbidden Action
Construction
Solution
Can be
Self Directed
Unclear
PROCEDURES
OUTCOMES
Zero Sum
Non-Zero Sum
BOUNDARIES
Magic Circle
Entire World
Can be broken
Set
PLAY
Physical Skill
Pass (but gain currency)
Movement
Everyone
Specific
Existing Systems
Dice Roll
Cards
Roshambo
CONSIDERATIONS
Player speed
Up
Down
Turns
Block
Skip
Gain
Extra