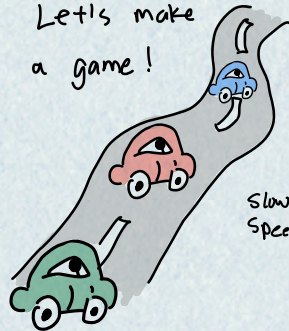


Let's make a game!



1. Draw a path

2. Move along path

Dice?
Trivia?

3. Add conflict

Slow down? Extra turn?
Speed up? Lose a turn?

Swap places?
Block?

Edge of the game



5. Boundaries

The magic circle



4. Procedures

RULES



Starting ← ACTION → Ending

Progressing

FORMAL ELEMENTS of Game Design

of players

roles

1. players

* Cooperative



* Unilateral



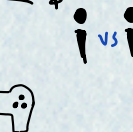
* Multilateral



* Team



competition



outwit

Solution → Puzzles

2. objectives

Capture
Chase
race

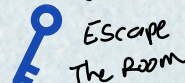


Forbidden Action
Rescue/Escape

Exploration → Farmville

construction → Fruit Ninja

Alignment
Candy Crush



3. Outcomes

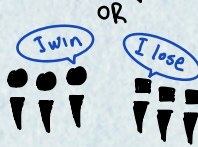
zero sum

non zero sum

I win I lose

NO winning
NO losing

SCORE ↗



OR

