

CHANCE SKILL



Chance + no skill decisions

- children's games (Chutes and Ladders, War, etc)
- (+) good for those w/ less experience observing random processes
- Gambling games

Many games are a mix between skill and luck

eg. Settlers of Catan has skill-based management as well as random die rolls/board setup

EQ: How do game designers properly balance skill and chance?

Consider Target Audience! - Different players have different levels of tolerance for chance and skill!

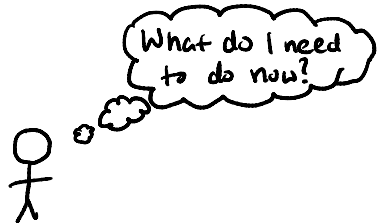
CHILDREN

- challenging to make a game that's simple, but compelling

Children's motives in game = to have fun!

- want to have the chance to win whether they're playing against other kids or against their parents

Due to this these games have strong elements of chance and prioritize immediacy



Social Gamers

Players who play for social reasons

Don't prioritize/care as much about strategy
↳ may even think it takes away from the fun

Care more about the play experience
- can tolerate more luck, but there needs to be opportunities for socializing!

Professional Players



Like games that have extremely strong skill components
↳ Games with no luck at all
↳ Games with some luck, but skill outweighs luck!

Leads to some people winning consistently

Playtesting for Luck and Skill

Warning Signals while playtesting

Players are bored

- There's too much luck or frequency of making interesting decisions is too low

Fixes: Make some random elements into player decisions
Shorten length of the game

Players NEVER become engaged/seem confused

- The game's too complicated
- The game has too many decisions
- Too much information for players to process

Fixes: Remove some decisions
↳ either automate them or make them random
Reduce the complexity of the game

Exchanging Luck and Skill

Adding/removing random elements/player decisions
Adding randomness increases the luck in the game

Removing randomness: Replace these elements with
- automation - player decision

Adding decisions: replace automatic rules

All Skill

↳ Variety of games (Tic-tac-toe → Chess)

Strategic Skill

- most turn-based strategy games

Twitich Skill

- Dexterity games, sports

Competitive Gamers

Prefer games to have more elements of skill

Want the chance to go 1v1 against someone else/ their skills

- Brain vs brain
- reflexes vs reflexes
- Strategy vs strategy

Don't want luck elements (es. dice roll) to ruin their skill/strategy

Still, having some element of luck in skill-based games is good

Why?

- Keeps things unpredictable
- Increases replayability
- Allows players of nonequal skill to still compete

When there's some aspects of luck in a game, it allows players from a greater range of skill backgrounds to play and still enjoy the game



Families!

Have to appeal to a mix of ages (young children → social adults)

Typical traits

- 1) Shorter playing time (for the attention span of younger players)
- 2) Relatively simple rules that can be taught to children
- 3) Some elements of luck (gives children/social players a chance vs. competitive players)
- 4) Some elements of skill w/ interesting decisions (keeps adults entertained/engaged)

✗ Designing games for lowest common denominator DOESN'T make for a better game

Players bored on all BUT their turn

- Need to find ways to engage with other players during gameplay
- Make the game more immersive
- Shorten player turn times

Wide Margin of Victory

For players of varying skill levels

↳ may mean the game has too many skill elements

Fixes: Add some randomness

Add mechanics that make it easier for players who're behind to catch up

Combining Luck and Skill

A game's outcome will be strongly influenced by one of the following:
Chance, twitch skill or strategic skill

Games of Chance

Children's games

Adding strategic skill elements in small amounts is fine

Be cautious when adding twitch skill to not create unfair advantages based on age

Gambling games

Adding elements of skill can convert the game to be more skill based

Makes gambling games more interesting

Twitch Skill

More difficult to add luck/strategy here

The fun of these games is mastery of difficult dexterity challenge

Luck and strategy can be disruptive

Strategic Skill

Minor twitch additions can be pleasant to create some action

Adding luck can widen the audience (more skill levels)

↳ Too much luck can remove thrill of winning