

PROXIMITY

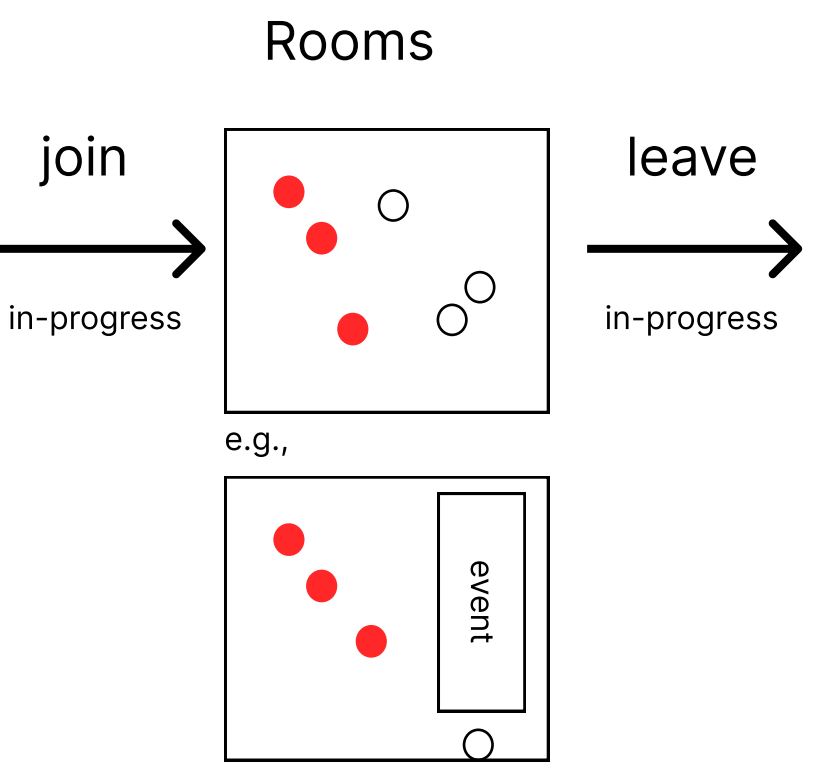
need repeated serendipity
& density

Tools

- presistent identity
- Events
- Daily Incentives
- Offline Communities

Anti patterns

- Anony players
- Huge, empty areas
- many gameplay modes
- Separation by skill
- ▲ Matches ▲



Friendship
proximity,
similarity,
reiprocity,
disclousre

SIMILARITY

Tools

- Factions
- Shared experiences
- Shared Objective
- Does not refer to IRL (MAGIC CIRCLE)

DISCLOSURE

Anti patterns

- Real currency
- Voice chats
- Legal/IRL name
- Real location (+creepy)

levels of friends

- friends (duh) > hard coop > soft coop > ambiet coop > parllle play > solarity play

RECIPROCITY

interaction = trust
but that takes time

Tools

- Chat
- Friends lists
- Gifts
- Trade
- Shared objectives