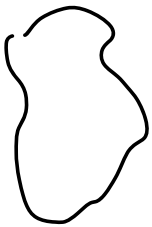


Architecture in Games!

just as in real world, in game assets are designed w/ their in-game function in mind

Constraint



boundary for the player

Concealment



hiding info, objectives

Obstacles



challenges to overcome

Explanation

