

Game Design Patterns

chat ♡
friendly
gifting

PROXIMITY
SIMILARITY
RECIPROcity

- for -

Building

- should * experience
- avoid nationalism
- create positive culture
- trust builds slow and falls fast

DISCLOSURE



IDENTITY

friendships falls fast

Mitigate RISK

Solitary Play

Parallel Play

Ambient Play

Soft Co-op

Hard Co-op

Friends

Celebrate!

Ladder of INTIMACY

LEVELS

GOAL:

→ maximize repeat interaction

- of -
friendship