

MDAO FRAMEWORK



System $\xrightarrow{\text{interaction}}$ Behavior
 ↓
 Uncertain, Unproductive

Mechanics
 Rules

particular components of the game

- actions
- behaviors
- control mechanisms

Dynamics
 System

run-time behavior of the mechanics

↓
 inputs outputs

Aesthetics
 "Fun"

Desirable emotional responses

Makes a game fun

- | | |
|-------------|--------------|
| • sensation | • Fellowship |
| • fantasy | • Discovery |
| • Narrative | • Expression |
| • Challenge | • Submission |



Outcomes

