

examples

- Outwit → Carcassonne
- solution → world of go
- exploration → Lego Harry Potter
- construction → farmville, Minecraft
- forbidden act → fruit nija
- rescue or escape → Escape Room
- alignment → dots & bejeweled
- race → tiny wingers
- chase → police chase games (?)
- capture → strategy

civ. revolutions
 ↑
 zero-sum
 vs.
 non zero-sum
 ↓
 sim city
 farmville

What is a game?

- ♥ closed, formal system
 - ♥ structured conflict
 - ♥ unequal outcome
 - ♥ aesthetic goal
- ~ Tracy Fullerton

single player vs. game



multi-player vs. game



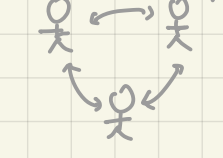
Player vs. Player



team vs. team



multi-lateral co-op



① Players

② Objectives

↑ objectives may evolve w/ game progression! ↓

③ Outcomes

④ Resources

- lives ♥♥♥
- units ♀♀♀
- health +
- currency \$
- actions ↘
- power-ups ☆
- inventory 📦
- special terrain
- time ⌚

FORMAL ELEMENTS

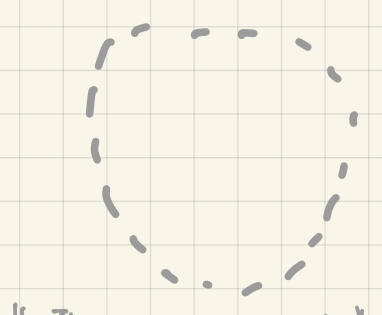
of GAME DESIGN

⑤ Rules & Procedures

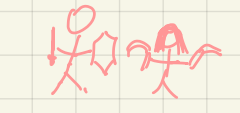
RULES:
 requirements that MUST be followed

PROCEDURES:
 how the game flows from state to state

⑥ Boundaries



"The magic circle"



LARP: live-action role playing
 (expanding the magic circle to the real world)

Playing like a designer

- ♥ Observe & examine your experiences
 - start with visceral but non-interactive activities (eg roller-coaster)
 - observe points w/ major emotions
 - overcome biases of familiarity

♥ PLAY GAMES

- learn from both 'good' & 'bad' games
- nuts and bolts
 - menu & buttons
 - first-order optimal strategies
 - break points
 - systemic breaks
 - technical breaks