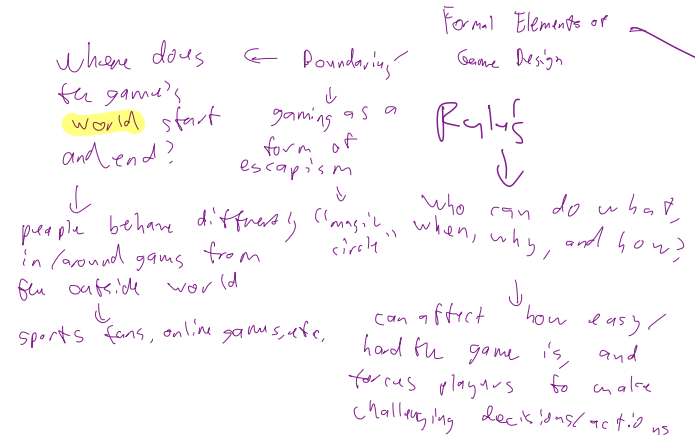


focus on the WHY behind decisions → how did they make you feel?
 ↓
 what things made you feel that way?
 playing != observing
 Thinking Like a Designer - what things are made obvious to the player



Game Design!

Biases

