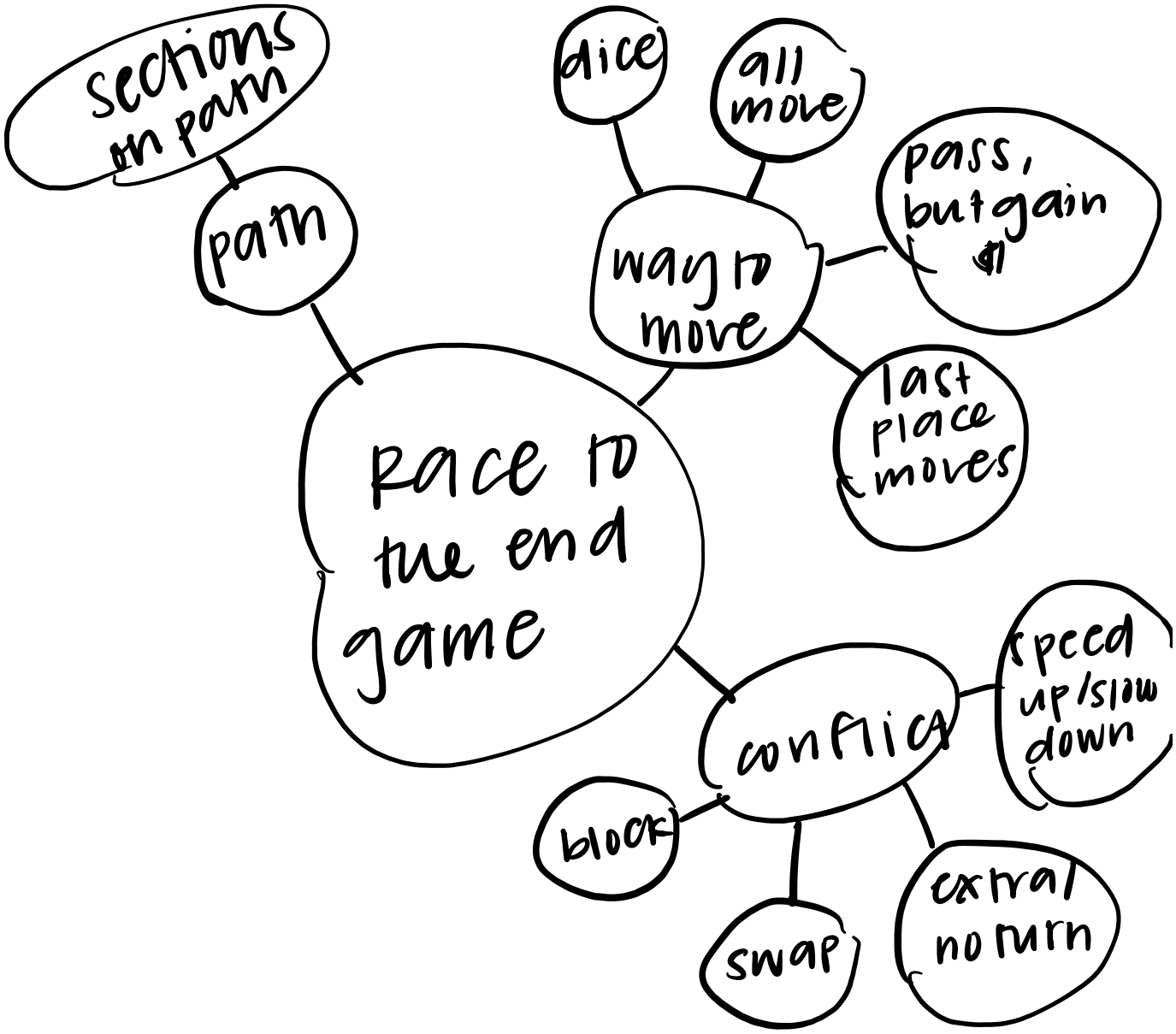
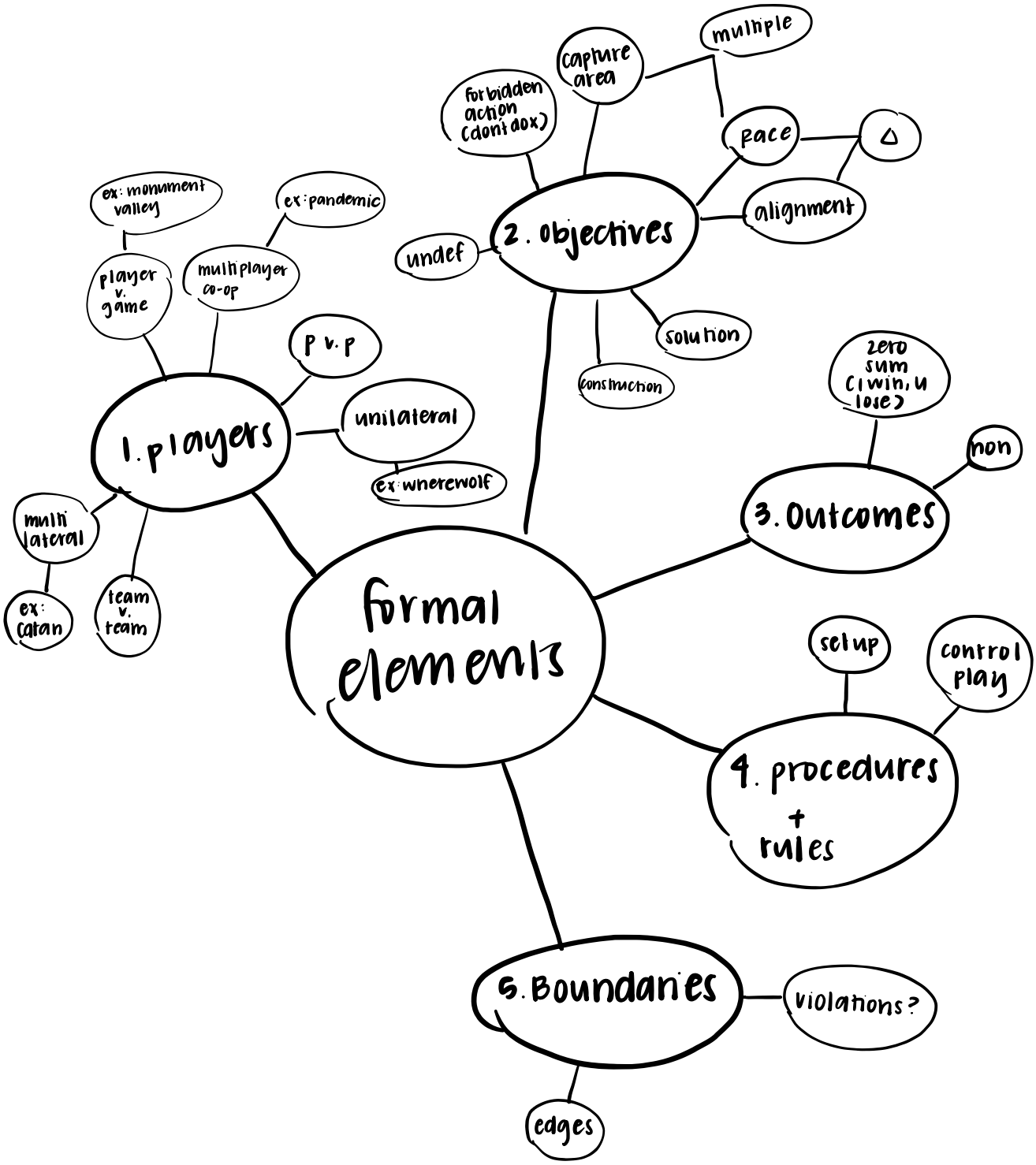
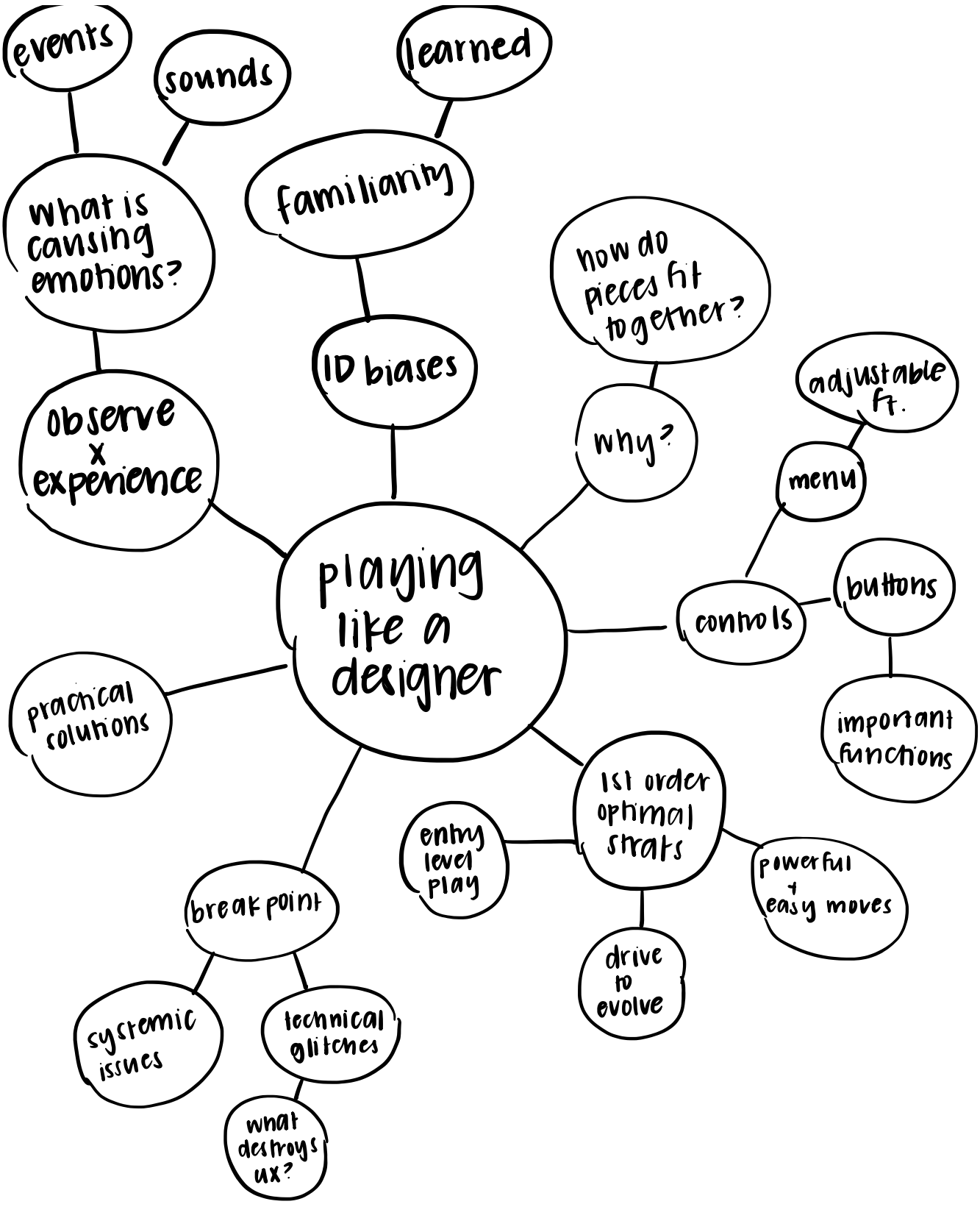

sections on path
path
dice
all move
pass, but gain $1
way to move
last place moves
race to the end game
speed up/slow down
conflict
block
swap
extra no turn


formal elements
1. players
ex: monument valley
player v. game
ex: pandemic
multiplayer co-op
p v. p
unilateral
ex: wherewolf
multi lateral
ex: catan
team v. team
2. objectives
forbidden action (don't do x)
capture area
multiple
race
△
alignment
undef
solution
construction
3. Outcomes
zero sum (1 win, 1 lose)
non
4. procedures + rules
setup
control play
5. Boundaries
violations?
edges


playing like a designer
observe x experience
what is causing emotions?
events
sounds
ID biases
familiarity
learned
why?
how do pieces fit together?
controls
menu
adjustable ft.
buttons
important functions
practical solutions
break point
systemic issues
technical glitches
what destroys ux?
1st order optimal strats
entry level play
powerful + easy moves
drive to evolve