# GAME DESIGN PATTERNS FOR BUILDING FRIENDSHIPS

"making happiness"

small groups of friends

games build friendships
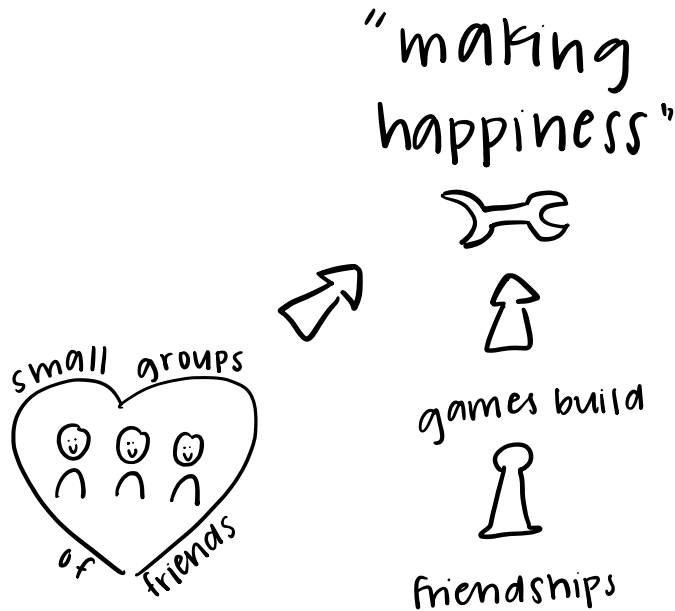
# PROXIMITY

① ( ) repeat

② * serendipity * *

③ density

:( your friends AREN'T online

? how to make NEW friends online
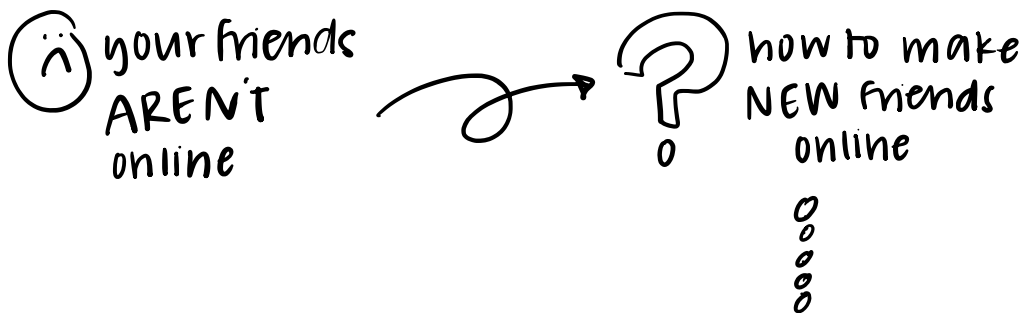
~~MATCH MAKING~~
(mega hit only)

(instead) →

· persistent ID    · daily
· events             incentive
· online community
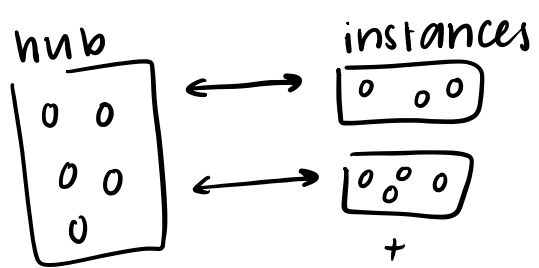
# PATTERNS

serendipity

① ROOMS
- join IP + leave IP
- freedom!

② ACTIVE WAITING ROOMS
- do things WHILE wait
  ↳ public event

hub          instances

③ GARBAGE COLLECTION
- send all back to hub when "beat game"

④ VOLUNTARY MITIGATION
  · <u>bribes</u> to leave server
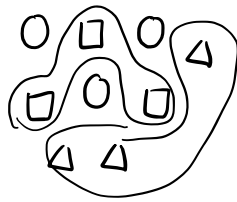
⑤ INVOLUNTARY MITIGATION
  · just kick out

⑥ PRESERVE COHORTS
  · stay together for x amount of time

repeat + interaction

# SIMILARITY

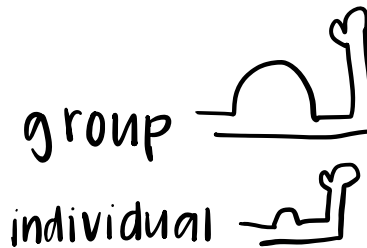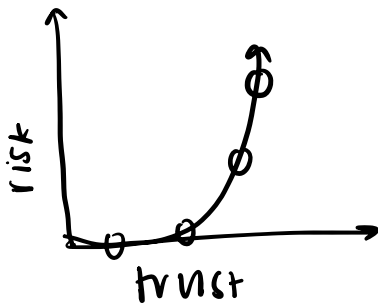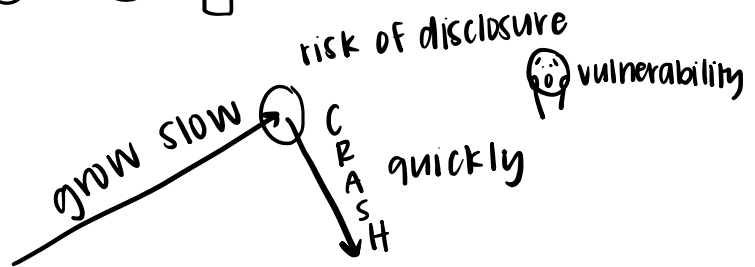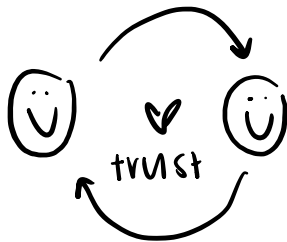friends w people like you → also a threat / divider

# PATTERNS

① POSITIVE FICTIONAL IDENTITIES
  · people will copy similar actions
  · nice CPUs to set norms

separate strong world identities

# RECIPROCITY



trust

grow slow · risk of disclosure · vulnerability

CRASH quickly

risk / trust

group

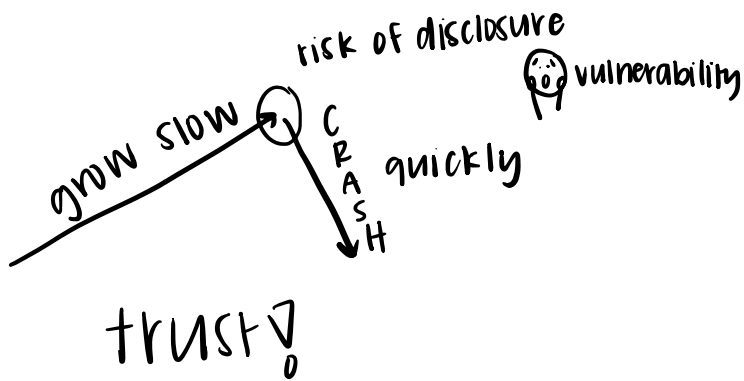individual

people wired to reciprocate

friends - rewarding to play together

# PATTERNS

① NON ZERO SUM GUILD REWARDS
· reward all on team (even if not MVP)

· fail if don't work together

# DISCLOSURE

risk of disclosure

grow slow

C
R
A
S
H quickly

vulnerability

trust!

SAFETY 1ST

# PATTERNS

① SHARE AS OPT IN

don't force vulnerability