

Game?

- structured conflict
- unequal outcome
- aesthetic goal

Mechanic?

- rule-based system
- feedback

how many? what's their dynamic?

# 1. Players

- Player v. game
- Player v. player
- Multilateral = 2-4
- Unilateral - subset vs. superset  
"mafia"
- Team vs. Team
- Multi-player (player) vs. op

# 2. Objectives

why play?

1. unobtainable  
2. stackable

"RACE TO THE END" game

- path
- create a way to move
  - dice roll
  - card draw
  - physical skill

Design Conflict

- speed up
- extra turn

before we start...

why race?

what's your objectives/outcomes?

FORMAL ELEMENTS OF GAME DESIGN

Zero sum: winner & loser

Non zero-sum: no winners/losers

# 3. Outcomes

hide n seek ~ gardening

# 4. Procedures and Rules

how to setup? rules to setup

control play  
→ control fun?

# 5. Boundaries

Magic Circle

entering boundary changes everything

hockey player hears crowd 😡

games = context

meaning emerges