Formal Elements of Game Design

Outcome
- zero-sum
- non-zero-sum
- multiplayer
  - voice
  - text
  - chat
  - LAN
  - co-op
  - online matchmaking
  - multiplayer competition
  - engaging invitation to play
  - PVP
  - player interaction
  - single player
  - PVE

Players
- roles for players
  - universal roles
  - assigned roles
- character creation

Objectives
- open world / games / exploration
- capture
  - CTF
  - collect
  - war games
- chase & race
  - need for speed
- alignment
  - candy crush
- rescue or escape
  - super mario bros.
- construction
  - sim city
  - catan
- didn't mention fighting games?
  - smash bros

Resources
- time
- inventory
- units / roles for units
- lives / health
- control utility and scarcity

Procedures
- resolving actions
- special actions
- progression of action
- starting action
- core gameplay loop

Rules
- intuitive inference of game state
- players must clearly understand

Conflict
- story choices
  - Dilemmas
- opponents
  - PVE
  - PVP
  - CPU difficulty
- obstacles