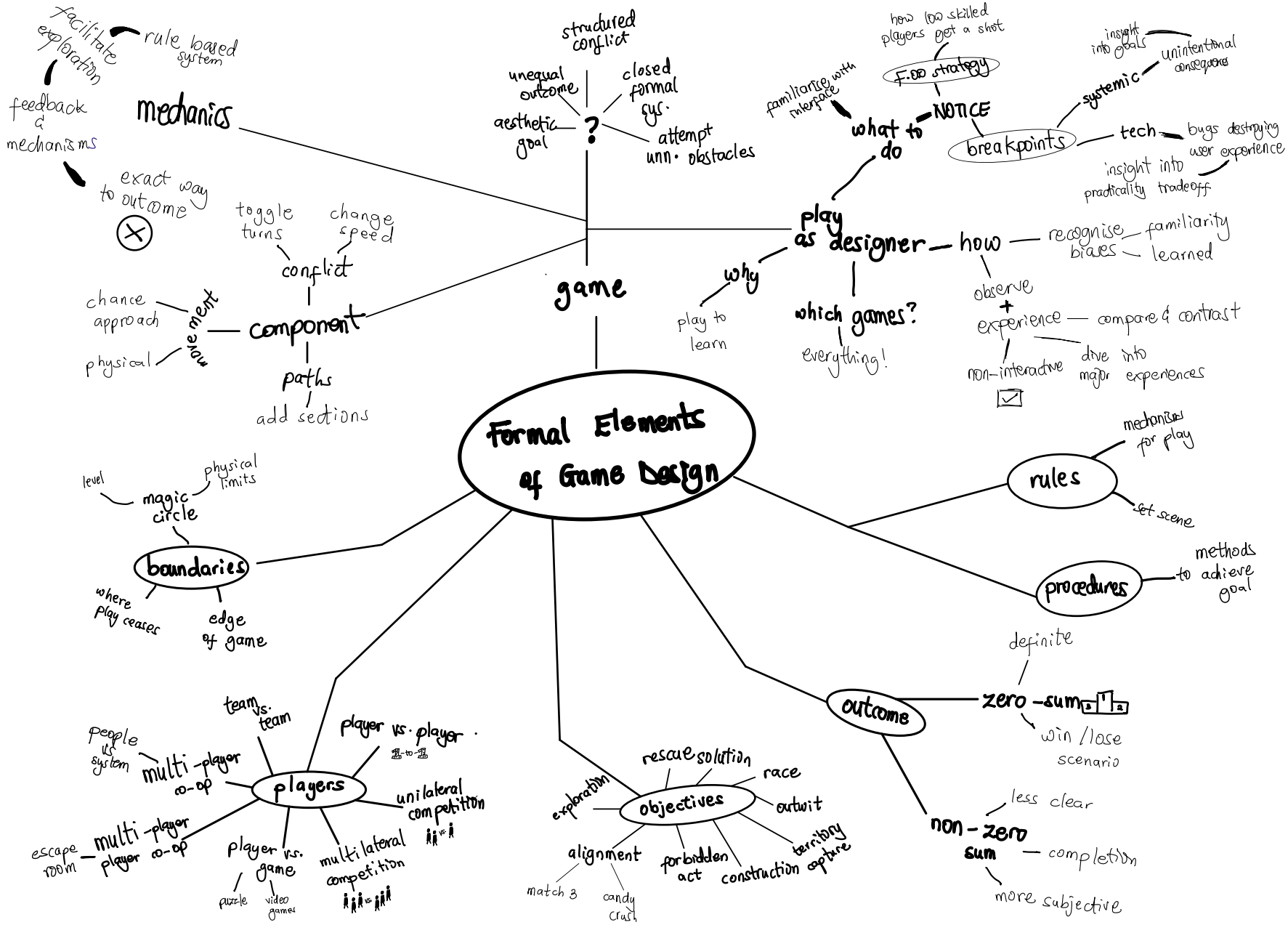
Formal Elements of Game Design
game
mechanics
facilitate exploration
rule based system
feedback & mechanisms
exact way to outcome
component
movement
chance
approach
physical
conflict
toggle turns
change speed
paths
add sections
?
structured conflict
unequal outcome
closed formal sys.
aesthetic goal
attempt unn. obstacles
play as designer
why
play to learn
which games?
everything!
how
recognise
familiarity
biases
learned
observe + experience
compare & contrast
non-interactive
dive into major experiences
what to do
familiarise with interface
NOTICE
how low skilled players get a shot
F.oo strategy
breakpoints
systemic
insight into goals
unintentional consequences
tech
bugs destroying user experience
insight into practicality tradeoff
rules
mechanisms for play
set scene
procedures
methods to achieve goal
boundaries
level
magic circle
physical limits
where play ceases
edge of game
players
people vs system
multi-player co-op
team vs. team
player vs. player
unilateral competition
escape room
multi-player co-op
player vs. game
puzzle
video games
multilateral competition
objectives
exploration
rescue
solution
race
outwit
alignment
match 3
candy crush
forbidden act
construction
territory capture
outcome
definite
zero-sum
win / lose scenario
non-zero sum
less clear
completion
more subjective