

aesthetic goal

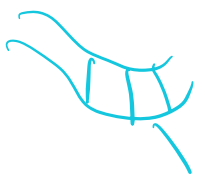
unrequited outcome

conflict

closed formal system

Game design

Path



section

move

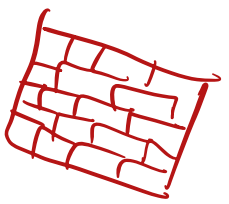


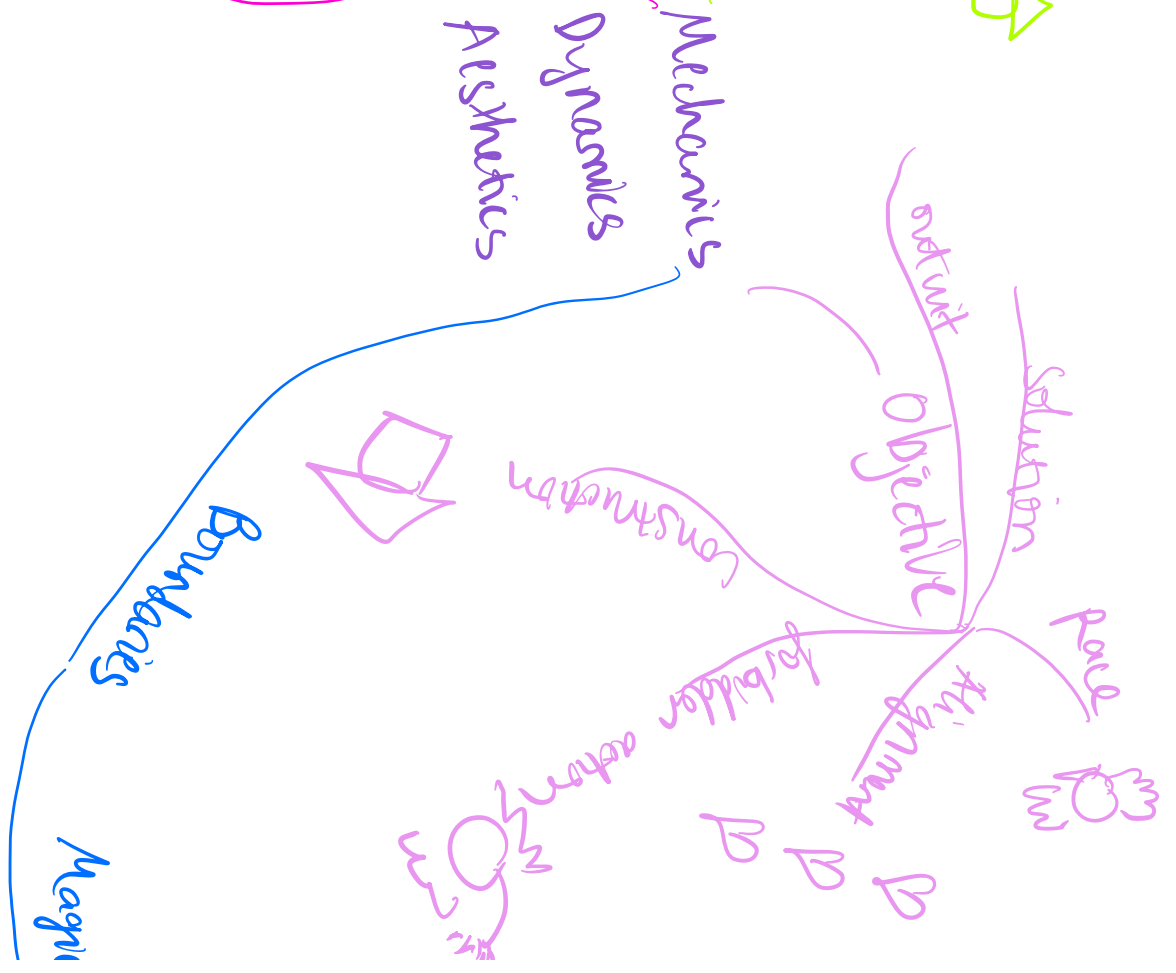
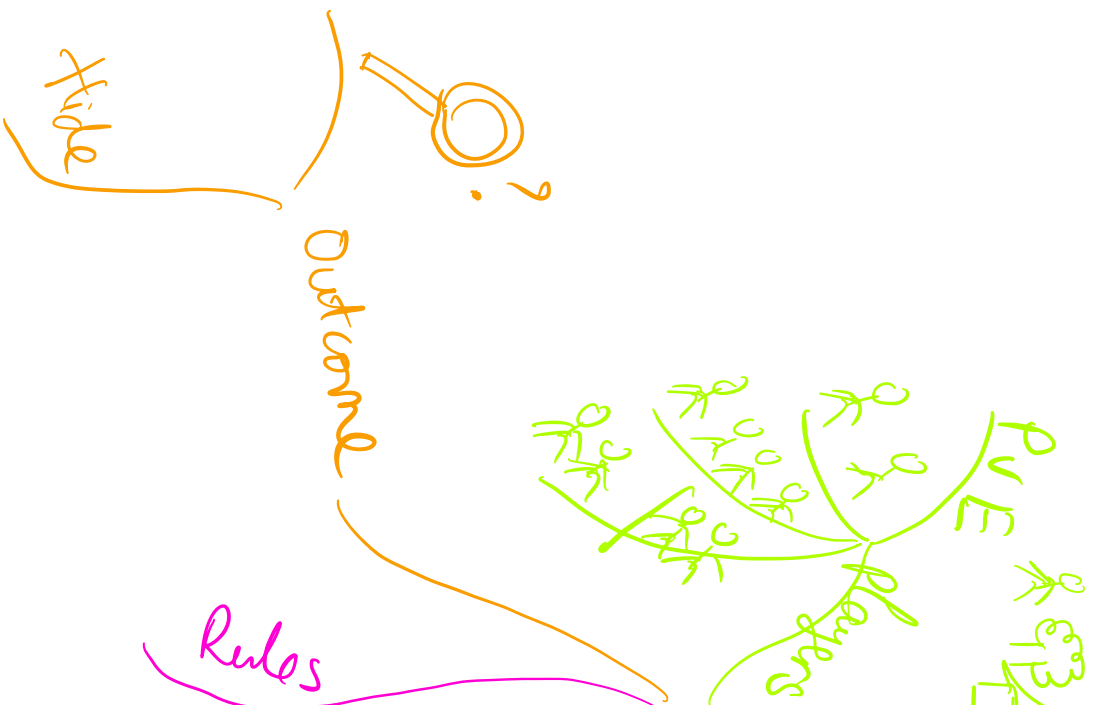
99

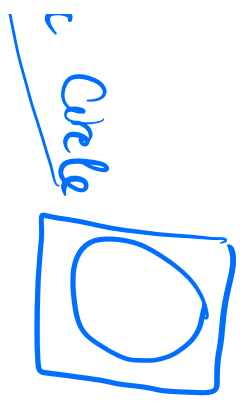
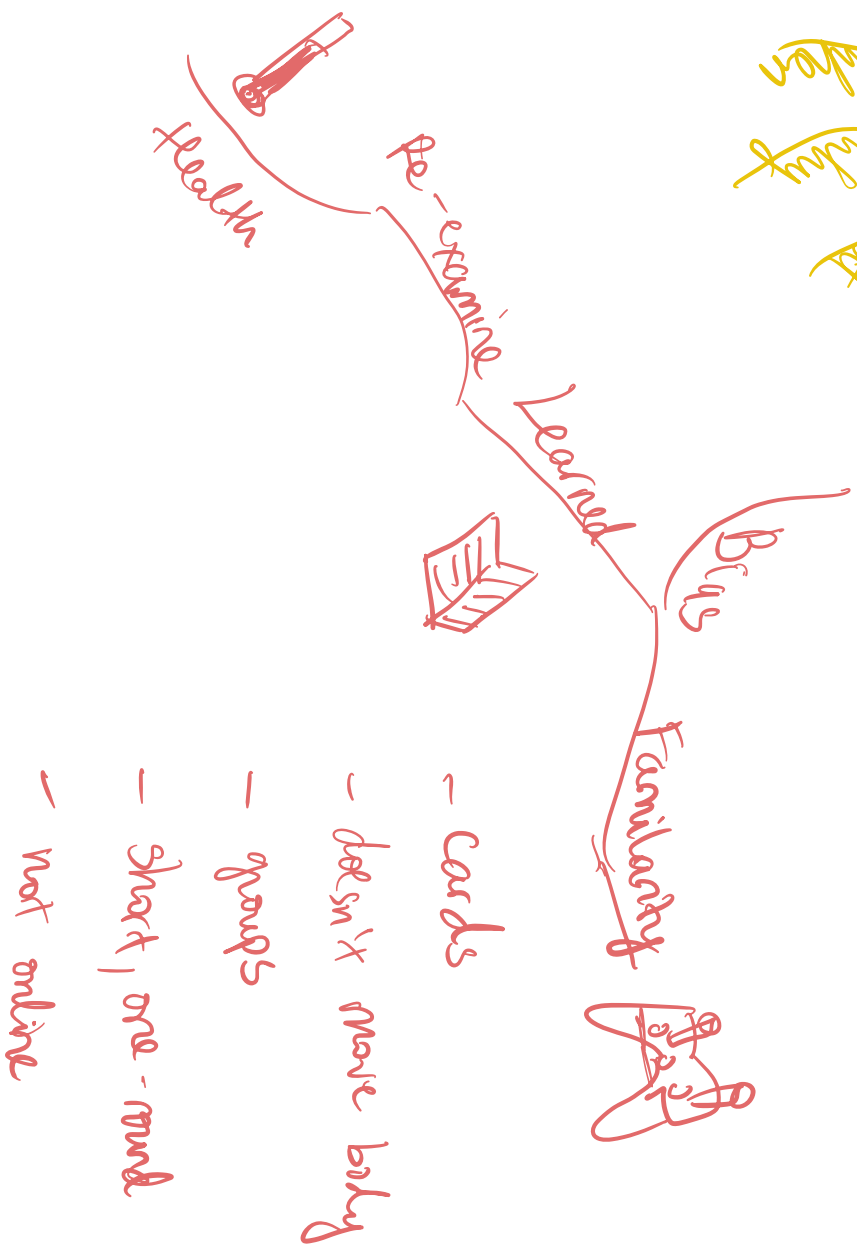
Turn

Conflict > Interest

block
lose turn
slow
speed







LGT!

most obvious patterns
common action

first-order strategy
guidance

breaks

physically around



redefine
slide around

system
technical

bugs



affordability

