



Game Design Patterns



Rooms!!

WHY? → Happiness Empowering → Meaningful relationships! → BUT...

- Match-based systems "A"
- Restricted / unsafe chats
- Virtual systems "B"

HOW? } DO WE IMPROVE

- repeat, serendipitous interactions
- density
- concurrency issues...
- * old friendships rarely transfer... need to build new friendships!!

- ✓ Manage density
- ✓ Repeat encounters
- ✓ Low wait times
- waiting rooms
- huddles & instances
- involuntary migrations (when population shrinks)
- preserve cohorts (max repeat interactions)

① PROXIMITY!

Social Distance.
- repeat, serendipitous interactions
- density
- concurrency issues...

* old friendships rarely transfer... need to build new friendships!!

② SIMILARITY! ③ RECIPROCIITY!

people are wired to reciprocate!
→ anti-pattern: deceit, power differences, lack of predictability...
→ tools: chat, gift, trade, friend list, goals

- ① People make friends with people like them
- ② Similarity is a strong filter
→ anti-pattern: nationalism

PATTERN

- positive fictional identities
- ✓ positive feedback loops
- ✓ build trust... hard to build
- ✓ trust increases stake

④ DISCLOSURE!

- disclosure is risky
- personal info is dangerous

PATTERN

- cone of silence

DESIGN FOR FRIENDSHIP FORMATIONS

- premature disclosure
- opt-in
- disclosure

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