






Why build?

- Protection from weather 
 - Organize human activity 
 - Conceal from theft 
 - Offer privacy 
 - Protect from others 
 - Commemorate/Decorate
- relevant to games

Primary Function: Support Gameplay

Secondary: inform + entertain

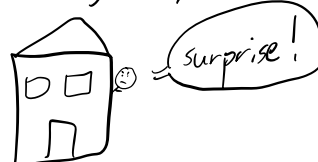
- Familiarity: familiar locations offer cues



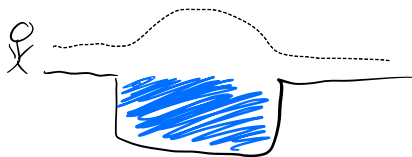
- Allusion: Reference real buildings

4 Ways Architecture Defines Challenges

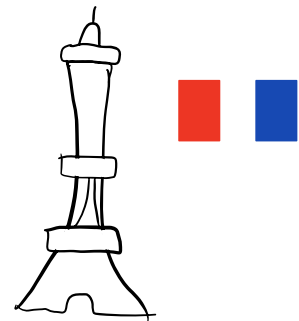
1) Constraint: how the pieces can move 

2) Concealment: Hide valuable objects / other players 

3) Obstacles + Test of Skill: Chasms, cliffs, trapdoors



4) Exploration: challenges players to understand shape of space



- New worlds: unfamiliar spaces



- Surrealism: things are not what they seem

- Atmosphere: dangerous places look dangerous



- Comedic effect: some buildings are funny



- Clichés: based on earlier games, we know what is supposed to happen.