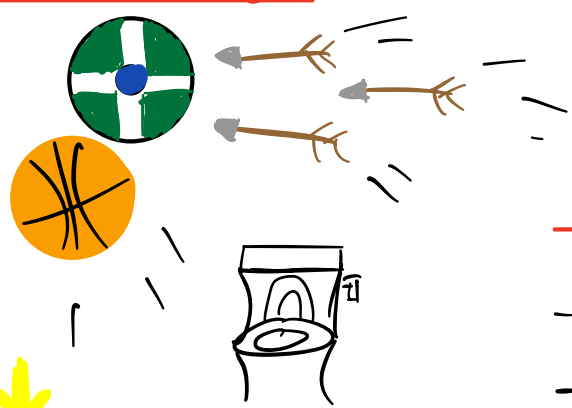


# Architecture in Video Games

## Why construct Buildings?

- Protect
- Organize
- Conceal
- privacy
- decorate

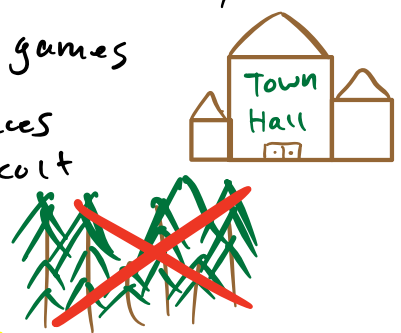


## Secondary Functions

- Familiarity: Familiar locations cue player in
- Allusion: borrowing from real world
- New worlds: unfamiliarity = unfamiliar spaces
- Surrealism: creates mystery, connects to gameplay
- Atmosphere: atmosphere must match feel/scene
- Comedic effect: lighthearted/funny
- Cliches: rely on stereotypes to set a scene

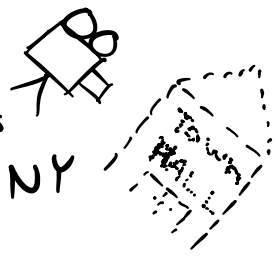
## With respect to games?

- Weather = irrelevant
- buildings aren't best way to organize humans in games
- Outdoor spaces are difficult



## Architecture's Primary function in VGs

- to support gameplay!!!
- buildings in games are like movie sets
- Taxi driver NY vs. Annie Hall NY



## Architecture supports gameplay by defining challenges

- Constraint: establishes boundaries that limit freedom/awareness
- Concealment: architecture used to hide valuable/dangerous info
- obstacles/tests of skill: trapdoors, chasms, cliffs
- Exploration: challenges player to understand shape of the space

