

The Role of Architecture in Video Games



The Sims

- why do we need buildings?
 - protection, community, etc.
 - military stuff
 - aesthetic + decor

... → but why does that even relate to games?

→ using buildings are METAPHORS

↑ TOWN HALL ⇒ place to facilitate those interactions

Primary f(x) of Architecture in Games

supporting gameplay, analogous to movie sets, 4 major ways

- ① Constraint establishes boundaries that are hard to otherwise create
- ② Concealment hides valuable information i.e. players from enemies
- ③ Obstacles of Skill i.e. Trapdoor to avoid!
- ④ Exploration: using clues + memory to tackle a challenge

Architecture also entertains alongside providing info

