

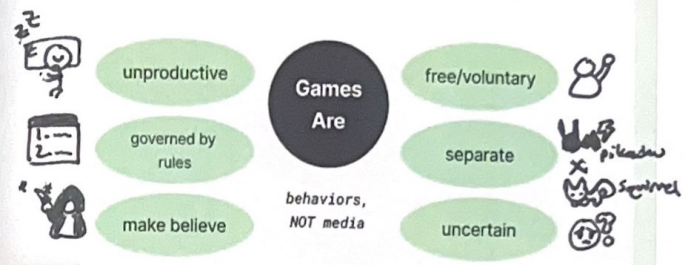
**M**echanics  
rules

- components of the game, on the level of data representation and algorithms

mechanics are:

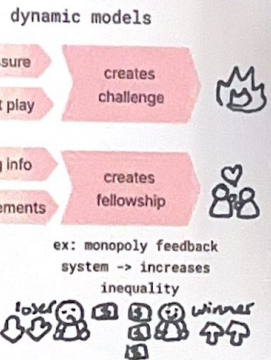
- actions
- behaviors
- controls

within a context



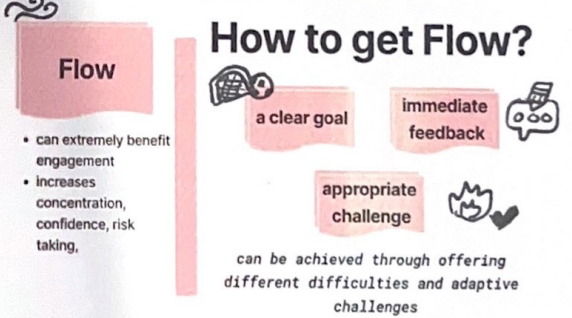
**D**ynamics  
system

- runtime behavior of the mechanics acting on player inputs over time



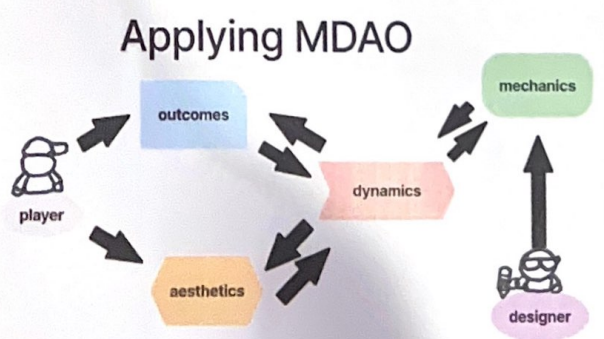
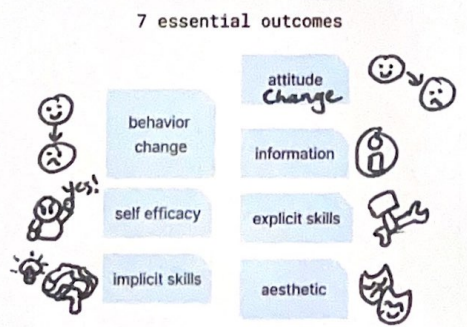
**A**esthetics  
fun

- the desirable emotional response evoked in the player when interacting with the game



**O**utcomes

- behavioral or intellectual consequences of player interaction



usage: determine desired outcome → aesthetics that leads to said outcome → dynamics that support outcome → lay down mechanisms