## Level 16: Game Balance WHY COVER THIS NOW? Core game mechanics - we first need to cover -we need to hit design goals multiple playtest we need to complete SINGLE-PLAYER GAMES IFIT'S TOO HARD, I DON'T WANT TO WHAT IS GAME BALANCES, PLAY ... multiple playtests YOU HAVE a DIVERSE Usingle-player AU DIENCE! Multi-player IT'S ABOUT APPropriate and ... Levels it's ABOUT CHallenge starting multiply Difficulty OR Levels can address MULTIPLE Diversity STRATEGIES DIFFICULTY CAN CHANGE SHOULD HAVE over time. similar objects SHOULD HAVE COST / BENEAT RATIO ASSYMETTIC GAMES (Multi-player). Balance between GAME OBJECTS STRATEGIES This is too easy. do minant strategy its all about Avoid to weak NBalance~ Playes expect EQUAL PLAYING too poverful. FIFUD. Cook how the use math to calculate \$cost curves \$ GIVE the smallerguy Some resources tums tabled! (2) < use your instincts> Playtest! more techniques Homeplay !!! • make. one. change. @. a. time. spreadsheets e use · balance 1-turn advantages (IWILL) Do a blindtest Intend to optimize Strategies. Document rules + to gather feedback experiences · Balance techiques are Start THE tools! consider A lways only DNE change at a time

balance!