Haven Whitney

Formal Elements

Elements that form the structure of the game.

Types of Competition

- player v. game
- players v. game
- player v. player
- unilateral
- multilateral
- co-op
- team competition

Objectives

- Chase
- Race
- Capture
- Rescue/escape
- exploration
- outwit
- forbidden act
- Alignment
- construction
- solution

Procedures

- Who?
- ?
- where?
- When?
- how?
- what?

Rules

determine

Effects

Resources

- lives
- time
- money

used to accomplish a goal

Outcome

who won?

- zero sum: only one winner
- non zero sum: complex win states

Conflict

- dilemmas
- opponents
- obstacles

Boundaries

- closed systems
- not the game
- the game
- magic circle

BIG games