



Making a game!

players

outcome

objective

bonharies

recognizing bias

observe while experiencing

playing like a designer

steps

breakpoints

check out all the keys and buttons

look for first order optimal strategies (low skill: power ratio)

can make the game viable

technical breakpoints (may be workarounds)

which best impact you

can give new players a path of entry

don't play for more than an hour

play to learn

can be broken

magic circle

player vs player

player vs game

multilateral competition

elements

Multiplayer co-op (pandemic)

team team

bilateral competition

draw a path

omit

capture

race

no objective

world of go (physics sake)

alignment

forbidden action

construction (more like to go)

procedural rules

be in the moment

why are you trying to get to the outcome

hide and seek vs sardines

why are things the way they are

learned biases

understand your emotions

times when the game breaks down

may be workarounds

may be workarounds

may be workarounds