



Formal Elements

rules → actions

Invited to "magic circle"

players

- numbers
- roles
- interaction pattern

- single
- multiple
- P v. P
- unilateral
- multilateral
- cooperative
- team competition

accomplish's intent

outcomes

objectives

- capture - destroy / conquer
- chase - speed
- race - goal
- alignment - spatial configuration
- rescue / escape - puzzle
- forbidden act - break
- construction - build / maintain
- exploration - explore areas
- solution - puzzle - like
- pursuit - knowledge to defeat
-

starting action

progression of action

procedures

who / what / when / where / how

special action

resolving actions

digital games

system procedures

complex

REPEATED
CORE
LOOP

rules

- objects + concepts
- restricting actions
- determining effects

FAIR
RESPONSIVE

obstacles

conflicts

dilemmas

opponents

boundaries

physical

conceptual

time
special terrain
inventory
power-up
lives
resources
currency
units
health
cutscenes