

# Formal Elements of Game Design

Games can have multiple objectives

- ex. expand empire capture
- ex. Tiny wings race
- ex. Concessions output
- alignment ex. Bejeweled

## 2. Objectives

- Forbidden action ex. Fruit Ninja
- construction ex. Minecraft

- +5
- 5
- zero sum "I win, you lose"
- civilization one winner between me and barbs

## 3. Outcomes

- nonzero sum no winning or losing
- Happy Cat
- World of Goo
- CityVille
- "Better your last score"



## 4. Procedure and Rules

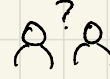
- synonymous w/ mechanics ("unnecessary obstacles")
- ex. take turns, go back and forth between colors
- ex. how to setup board
- control play and fun

## 1. Players

- ex. chess Player vs. Player
- ex. Monument Valley Player vs. Game
- ex. Monopoly multilateral comp
- multiplayer player co-op ex. IRL escape room
- Team vs. Team ex. Volleyball
- multiplayer co-op ex. Pandemic
- unilateral comp ex. Mafia individuals try to find a single "it" player

## Game Mechanics

rule based systems that encourage user to explore through feedback mechanisms



engages players in structured conflict

## What is a game?

dynamic system that supports interaction for an aesthetic goal

resolves to unequal outcome



## 5. Boundaries

"where do you stop playing the game?"

once in the boundaries of a game, everything is different (Magic Circle)

boundaries can be crossed (ex. hockey rink)

LARPing live action role playing world became magic circle