

Formal Elements of Game Design

PLAYERS

who?

monument valley  
puzzles  
team sports  
teams vs teams  
multiplayer co-op  
pandemic  
understand why  
escape room  
multiplayer player coop

player vs player  
multilateral competition  
unilateral competition

OBJECTIVES

why?

Bejeweled  
Alignment  
Race  
tiny wings  
Forbidden Action  
Construction  
Farmville  
Minecraft  
World of Goo

Strategy  
capture territory

Outwit - Carcassonne  
multiple objectives + changing objectives - Spiderman  
unclear/open objectives - simcity

PLAYING LIKE A DESIGNER

observe while experiencing  
ask why & when & how you feel &  
play good & bad games

recognizing your biases  
learned & bias:  
Bias of familiarity  
low skill/power ratio  
give new players a point of entry

look at all menus & all the buttons

look for breakpoints  
First Order Optimal Strategies  
no cash - system technical - camera issues - bugs

BOUNDARIES?

where does the game end?

boundaries can be broken - hockey game  
LARPing

"magic circle"  
phone games  
Zombie Run

PROCEDURES + RULES

governs the game?

Solitaire

OUTCOMES

what happens?

Non-zero Sum  
no winning/losing

beat personal best score