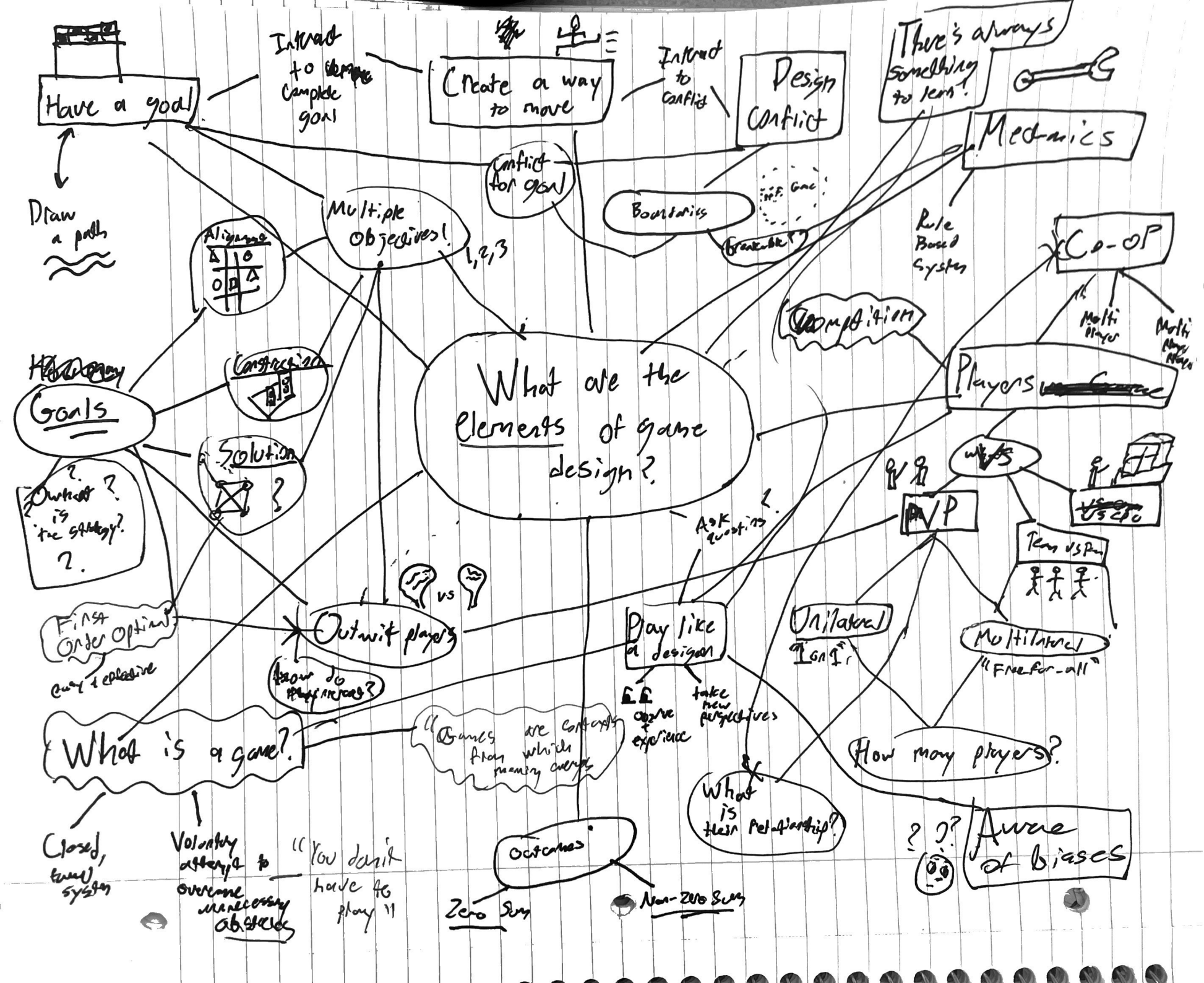

Have a goal
Draw a path
Interact to complete goal
Create a way to move
Interact to conflict
Design Conflict
There's always something to learn!
Mechanics
Conflict for goal
Boundaries
Breakable?
Rule Based System
Multiple objectives!
1,2,3
Alignment
Co-OP
Multi Player
Multi Player Player
Competition
Players
What are the elements of game design?
Goals
Construction
Solution
?
Owhat is the strategy?
?
?
Ask questions
VS
PVP
Team vs Team
Unilateral
"1 on 1"
Multilateral
"Free for all"
First Order Optimal
easy + effective
Outwit players
How do players interact?
Play like a designer
observe + experience
take new perspectives
What is a game?
"Games are contexts from which meaning emerges"
How many players?
What is their relationship?
Aware of biases
Closed, tamed system
Voluntary attempt to overcome unnecessary obstacles
"You don't have to play"
Outcomes
Zero Sum
Non-Zero Sum