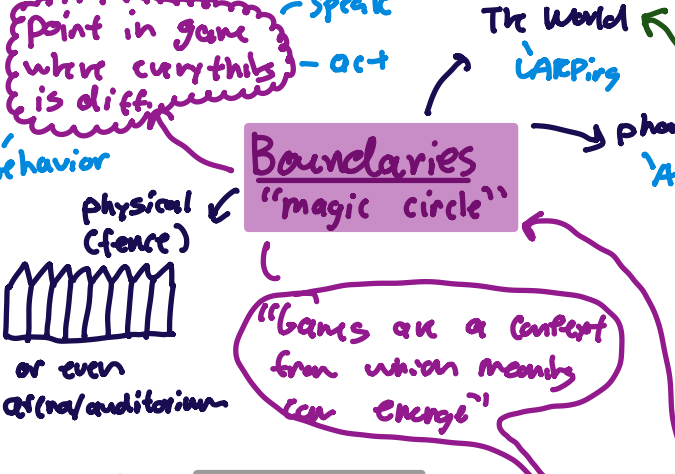
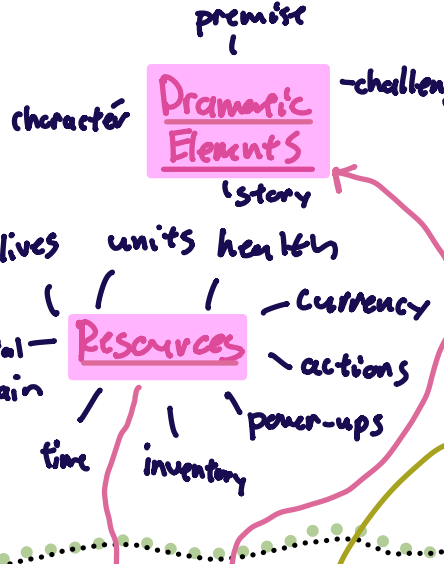
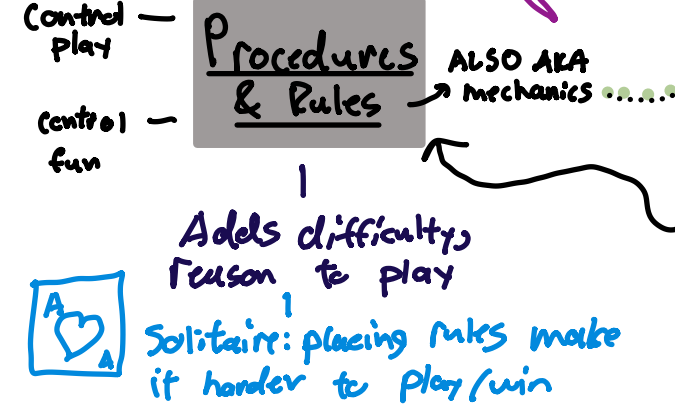


# Formal Elements of Game Design

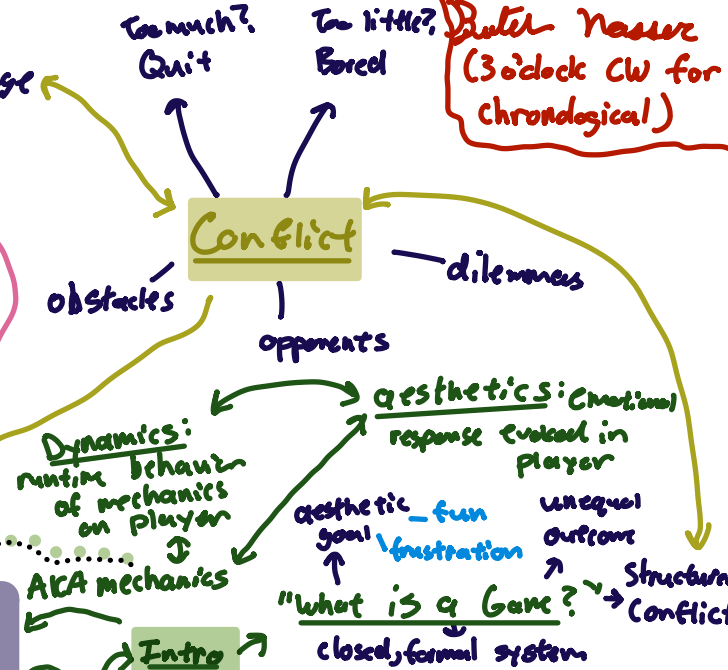
## Boundaries "magic circle"



## Procedures & Rules

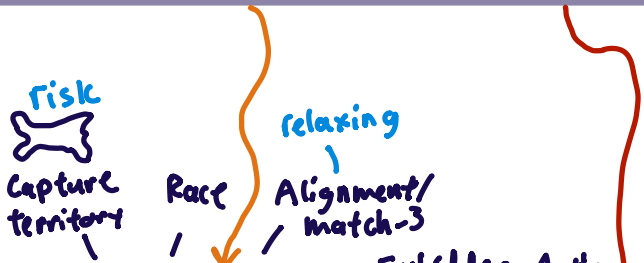


## Conflict

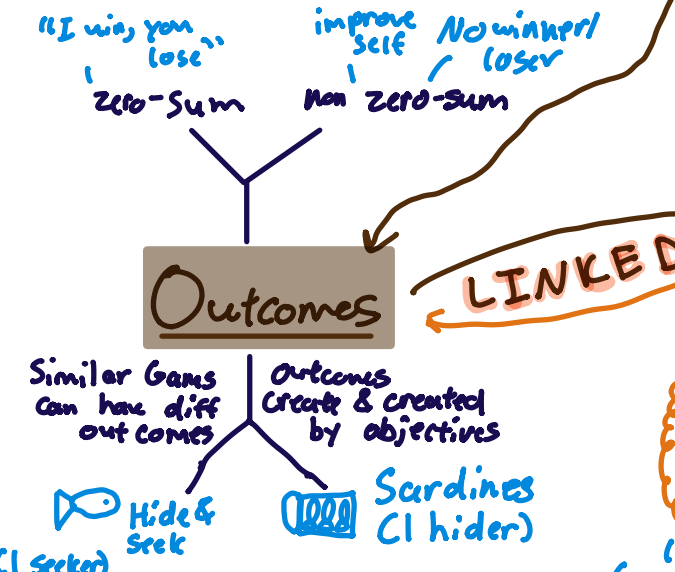


Butler Navare (3 o'clock CW for chronological)

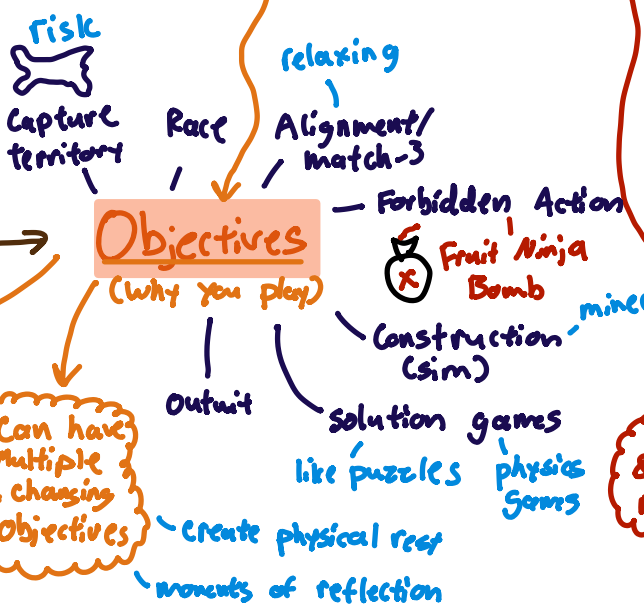
## Formal Elements of Game Design



## Outcomes



## Objectives (why you play)



## Players

