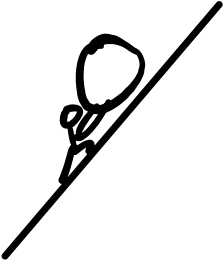


Boredom

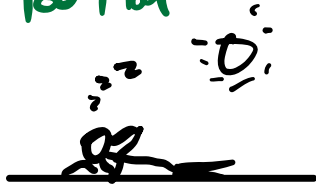


- 1) Too hard to master ∞
- 2) Too easy to learn A^+
- 3) Bad learning curves

Too steep



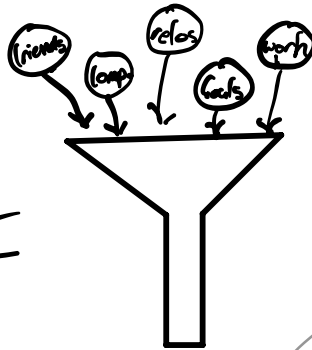
Too Flat



GAMES

=

LIFE



Simplified and Distilled scenario

FUN + Flow + Comfort + Story + Mastery

What Games Are/Aren't

Story/Metaphor

should be a SIDE role



Fun + story = GAME ✓



Story + Fun = Bad game ✗✗✗

