

Formal Elements  
Design X O Δ □ Play

Players

POB - AI/puzzles  
POP - Team vs Teams - Team sports  
POE - Board games  
Scouts-like  
Esports  
Chess  
Zero-Sum - Betting  
1st order Optimal Starts  
Regulate the difficulty  
Add complexity/possibilities - Challenges  
Structure/Paras  
Challenges

Outcomes

Non-zero sum  
Construction  
Genuine pride in game progress  
Critics Stylines

Conceptual Diversity

Button Representation  
Good Diversity (creative breakthroughs)  
Bad - overgeneral

Procedures/Rules

Game setup  
Ways to win  
Sections/levels  
Mechanics  
Procedural Rules

Game Elements

Aesthetic Goals  
Structured Conflicts

Play line design

Recognize Biases  
Consequences for Actions  
Obsessive & Experience  
Morality/Choices  
Ethical decisions  
realism

Boundaries

Boundaries to be broken vs Broad boundaries  
Maintain context for the game players  
Include concept of Escapism  
Adjustment to the scheme

Objectives  
(Balance Challenge w/ Ease)

Accomplishment  
Problem Solving  
Alignment  
Creativity  
Construction  
AOE  
Total War  
Occupies  
Capture Territory  
Risk  
Physical Expansion  
"Buy" more land  
Monopolies  
Race to reach objective  
Wonders in Age of Empires  
Boundaries  
Rules  
Integration of elements  
Outcomes  
Objectives

Complexity

Rules and boundaries manipulated in response to player choices  
RDR II  
The Walking Dead

Rules

Finish-five  
Car-raising