Can use multiple

Ex:
1. Capture
2. Race
3. Alignment
4. Construction (Minecraft)
5. Solution (open puzzle)
6. Outwit
7. Forbidden action

Goals of the game

WHY?

Objectives

Outcomes

zero sum
I WIN
You LOSE

Non zero sum
No winner
no loser

Procedures & Rules

control play and fun

unneccesary obstacles

Players

Team vs. Team

Co-op

Multilateral competition

Unilateral Competition

Player vs Player

Player vs. Game

Formal Elements of Game Design

1. Closed formal system
2. engages players in structured conflict
3. resolves in unequal outcome
4. dynamic system, interact for aesthetic goal

"what is a game?"

"voluntary attempt to overcome unneccesary obstacles"

Mechanics

rule based systems
simulations
explore possibility space

Dynamics

Aesthetics

ex. Race To The End

How many players?

Objectives & Outcomes?

1. Design Path

sectioned

2. Create a way to move

Ex: Dice Roll

Person behind moves

3. Conflict

ex: Speed people up, slow down, STOP

Boundaries

edge of the game

Where is the game?

Magic circle

- context from which means can emerge

changes rules & behavior

Play to LEARN

Good games AND Bad games — easer to learn from!

Check menus & buttons

First order optimal strategies

Systemic Breaks - unintended interactions

Technical Breaks — Bugs

Playing As A Designer

Play LOTS! of games

Take in details: → WHY? are you feeling a certain way?

Recognize biases