

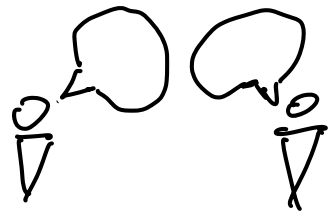
Patterns

- opt-in disclosure
- Cone of silence

Expressive actions
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 Emotes
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 chat / blocking
 ↓
 Group chat
 ↓
 Private spaces

Anti-pattern

- Premature disclosure
 ↓
 kills relationship levelling

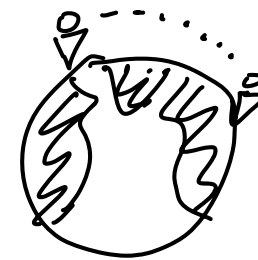


Disclosure

Design tools/ Patterns ☺

- Persistent Identity : + Repeat encounters
- Events : + Density
- Daily incentives : + Repeat encounters
- offline communities : + Repeat encounters
- Rooms, active waiting rooms
- Public events
- Garbage-collection of instances

- Idle detection
- Voluntary / forced migration
- Cohort-based placement



Proximity

Anti-patterns in

- Anonymous players
- Huge, empty areas
- Many gameplay modes
- Separation by skill
- Matches!

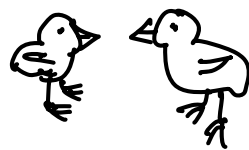
Game Design Patterns for Building Friendships

Shared social norms
 - Predictable behavior that facilitate cooperation and coordination

Reciprocity

Anti-pattern

- Trade scamming/deceit
- Lack of predictability
- Extreme power differential
- High initial interaction costs



Similarity

People make friends with people like them.

tools/ Patterns

- Put players into factions
- Shared experiences
- Shared interests or goals
- Positive fictional identities
- Pro-social roles
- Do not reference real world directly

Anti-pattern

- Nationalism

Patterns

- Automated initial interaction
- Non zero-sum XP and loot
- Non zero-sum guild rewards
- Roles

