



Formal Elements of Game Design

Players

- Unilateral Competition
- Player vs game
- PUP
- Multiplayer Competition
- Team v. Team
- Multiplayer Co-op
- design conflict
- Fundamentals!
- What's a game

Objectives

- Alignment
- Face
- Chase
- Solution
- Outwit
- Explore
- Capture
- Construction
- Forbidden act
- Rescue/escape

Outcomes

- Zero-sum
- Non-zero-sum
- What's the objective?!
- Escape
- Hide & seek

Procedures/rules

- All games have rules
- Puzzle part of play
- Permanent rules
- Basis of how each game operates
- Increase in difficulty

Boundaries

- Edge of the game?
- magic circle
- When you enter a game, everyone behaves dif or talk dif
- When to stop playing game
- boundaries can be broken
- The world could be boundary
- ex: RPG
- ex: social deception

Fundamentals!

- turn-based
- dice move
- Swap places?
- Create a way to move
- overclocked
- Escape room
- Closed, formal system
- Entered players in structured conflict
- resolution to an unequal outcome
- dynamic system that supports interaction for aesthetic goal
- Aesthetic = fun
- mechanics, dynamics, aesthetics
- game-world emergent experiences

What's a game

- resolution to an unequal outcome
- dynamic system that supports interaction for aesthetic goal
- Aesthetic = fun