THE ROLE OF ARCHITECTURE IN VIDEO GAMES YAY!
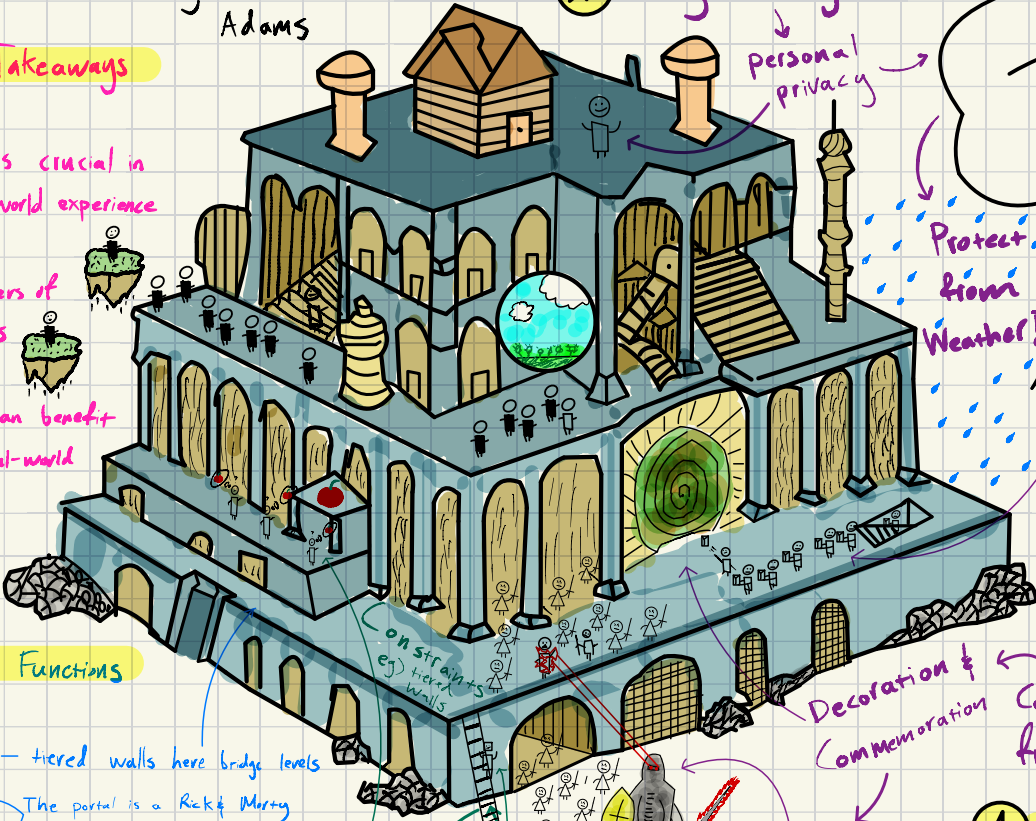
By Ernest Adams

Start →

⭐ **Why Buildings?**
- personal privacy
- Protect from Weather!
- Efficient organization of activities (look @ the lil guys lol)
- Decoration & Commemoration
- Concealment & Protection from theft
- Protection from other people

⭐ **Major Takeaways**
- Architecture is crucial in creating the world experience
- It informs players of potential actions
- Game artists can benefit from studying real-world architecture

⭐ **Secondary Functions**
- **Familiarity** — tiered walls here bridge levels
- **Allusion** — The portal is a Rick & Morty allusion & includes a surreal element
- **Surrealism**
- **Atmosphere** — the tiers of this structure have unified atmosphere
- **Comedic Effect** — guy all alone at the top
- **Architectural Clichés** — some knight fortress themes

Constraints eg: tiered walls

Concealment

⭐ **Obstacle / Skill Tests** (like a tough ladder)

one way is w/ Obstacles (like walls) or enemies!

⭐ **Role of Architecture in Games!**
↓
The primary function is to support game play.