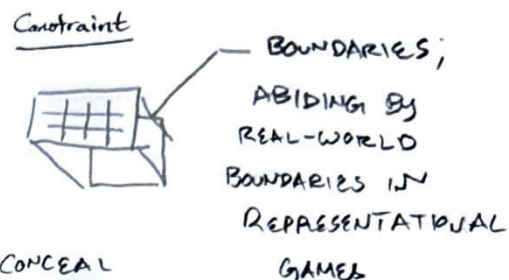


C O E C  
 o n s t r i c t i o n s  
 b s t r i c t i o n s  
 e x p l o r a t i o n  
 c o n c e a l m e n t



# ARCHITECTURE IN GAMES

## Role of Architecture In Video Games

SECONDARY  
 FUNCTIONS



ALLUSION



NEW  
 ARCHITECTURE




COMEDY  
 HAHA!

ATMOSPHERE

OBSTACLES

Facilitates  
 Behavior  
 (Climb/Jump)


CLIFF  
 (OBSTACLE)

TO PROTECT (From )

TO ORGANIZE

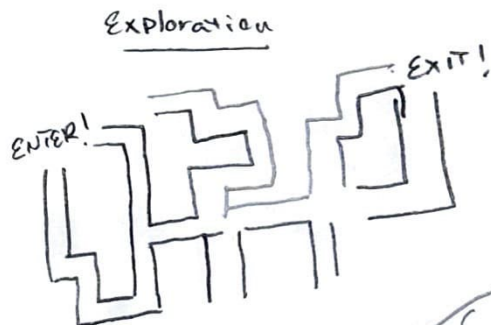
TO CONCEAL

TO OFFER PRIVACY

TO PROTECT (From )

TO IMPRESS

# WHY BUILD?



MAZE!  
 Elicits Memory

