

WAY HUMANS CONSTRUCT BUILDINGS

- Protection From Weather
- Efficient organization of human activities
- Concealment and protection from theft
- Providing privacy
- Protection from other people
- Impressive or decorative purposes



For Games



- Weather and privacy offers involvement
- Organizational and protective metaphors used in games
- Military activity and decoration are directly applicable
- Challenges in portraying outdoor spaces and natural objects due to graphical limitation



PRIMARY FUNCTION OF ARCHITECTURE

- Main role: support gameplay, allow to move sets
- Buildings create context and aid in narrative
- Four major functions:-
 1. **Constraint**: Establishes boundaries
 2. **Concealment**: Hides valuable objects/players
 3. **Obstacles**: includes physical challenges
 4. **Exploration**: Encourages players to 'navigate the world'

SECONDARY FUNCTION OF ARCHITECTURE

- Familiarity**: tells players about function of space
- Allusion**: references real-world buildings
- New worlds**: creates unrecognizable spaces to evoke a sense of exploration
- Surrealism**: Adds mystery and requires lateral thinking
- Atmosphere**: Evokes the given vibe
- Comic Book Effect**: Exaggerated, humorous designs
- Architectural cliches**: Stereotypes to set scene