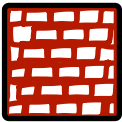





Constraint




- Boundaries Limit Freedom

Can't Jump over  Bullets have limited range, can't destroy walls 




Concealment

Hide info "I'm safe!"  (not safe) 

Obstacles / Skill Tests


Jumps  Logic and/or coordination  Traps to Avoid 

Exploration


Mazes  Outside  Memory of certain locations 

But most of time realworld function is irrelevant

 Game Buildings Mimic Real World when } Necessary OR Aesthetically Desirable


Support Gameplay
PRIMARY 

The Role of Architecture in Videogames

Secondary Inform + Entertain 




To inform and Entertain Are Aesthetic Choices, Not "Necessary"

Allusion

GG Bridge? City!  Church? Sanctuary (or anti-vampire) 




Familiarity

Player's External knowledge clue into purpose/feel


Bank Vault?  Expect Guard  Bed? Rest! 

New Worlds/Unknowns

New Concepts Let Players ?? Explore, Get Curious ??

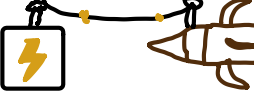
city hall  Schwarzhorn quarry  brothel of intellectual lusts 

Atmosphere

- Cities that look how they feel
- subtle clues
- empty deserts 



Surrealism

Balance rational environment & art

Myst's rocket, powered by electric wire 

Architectural Cliché

- Use often-applied techniques so player knows what to expect

Phoenix: fire, rebirth  sword we know what to do 

Comedic Effect

- weird looking things are funny! 