

state

Control

What object can do

ARCS = powerful lessons

sequence of arcs expanded loop

- frequency  
- interaction across  
model → action → rules → feedback

or loops...  
learn → action  
feedback → rules

strategy

info given?

decisions

relationship economy

COMPLEX	SIMPLE
controlled growth	fixed product #
price = market value	price fixed
trade-by-hand	trade - restricted

how parts of system interact

design

Qs:  
internally complete?  
fair & balanced?  
fun & challenging?  
fix w/o breaking system.



or game