

Game Design Fundamentals

What is a game?

a dynamic system that supports interaction for an aesthetic goal

closed formal system that engages players in a structured conflict and resolves to an unequal outcome

voluntary attempt to overcome unnecessary obstacles

Needs to have sections that define and allow for moves

Dice Roll

Trivia

Everyone moves

Draw a Path

Create way to move

Roshambo

Card Draw

Physical Skill

Path Design

Design Conflict

People speed up

slow people down

extra turn

lose turn

swap places

be aware of your biases

observe while experiencing

Look for break points

playing like a game designer

Players

player vs game

player vs player

multilateral competition

unilateral competition

multiplayer co-op

multiplayer player co-op

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Mechanisms, Dynamics and Aesthetics

7 Formal Elements of mechanics

Objectives

Outcomes

Rules

Procedures

Resources

Boundaries

magic circle

Context in which meaning can emerge

zero-sum

non zero sum

sardines

helpers / detractors in a game

chance cards

community chest

Temporary worlds within an ordinary world dedicated to performance of an act apart

powerful strategies requiring low skill

FOO strategies

use all buttons & functionalities

play all types of games

Capture

outwit/territory

Race

Matching

Forbidden Action

Solution

hide & seek

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