

# 1. Players

- Player v. game
- Player v. player
- Multilateral competition
- Unilateral competition
- Team vs team
- Multi-player Co-op
- Multi-player player co-op



# 2. Objectives (goals)

- Capture, race, alignment, forbidden action, Construction (toys), solution, outwit
- Can have more than one objective
- Sometimes goals are less clear/you bring the objective

# 3. Outcomes

- Zero-sum, non zero-sum
- if I win, you lose
- no winning/losing, just beating your own score/objective

# 4. Procedures and Rules

- Setup
- rules (control the play)
- rules often act as obstacles

# 5. Boundaries

- edge of game? when to stop playing?
- The magic circle
- game is temporary
- alternate reality games
- typically, but not always, closed system

# 7 Formal Elements

rule-based systems, simulations, explore + learn properties through feedback

# 6. Resources

- What is used to play the game?
- lives, units, health, currency, actions, power-ups, inventory, special terrain, time

# Mechanics

# Draw a Path



# Create a way to move

- dice roll
- answer trivia question ???
- everyone moves
- card draw
- physical skill

# formal elements of game design

PLAY → LEARN → DESIGN  
Playing like a designer

OBSERVE while experiencing -emotions, details, compare

Biases of Familiarity  
learned biases (reexamine + improve)

- Principal role → communicator
- press all buttons + open all menus
  - First-Order optimal strategies (tactics)
    - very powerful, but easy to do pros + cons
  - Break Points (unintended)
    - systemic breaks
    - technical breaks
  - Playing to Learn (~1 hour)

# Dynamics

Harvest Mechanics are emergent  
Collection mechanics

# What is a game?

- Closed, formal system
- engages players in structured conflict
- resolves to an unequal outcome
- dynamic system that supports interaction for an aesthetic goal

# design CONFLICT!

- speed people up
- slow people down
- extra turn +
- lose a turn -
- swap places ↔
- block ⊗

# 4 DRAMATIC elements

**Challenge**  
→ more excitement in active failure  
→ attaining a goal decreases engagement  
obstacles, opponents, dilemmas

Premise

Character

Story

# Aesthetics

- desirable emotional response in player
- Fun!
  - submission
  - expression
  - discovery
  - fellowship
  - challenge
  - narrative
  - fantasy
  - sensation