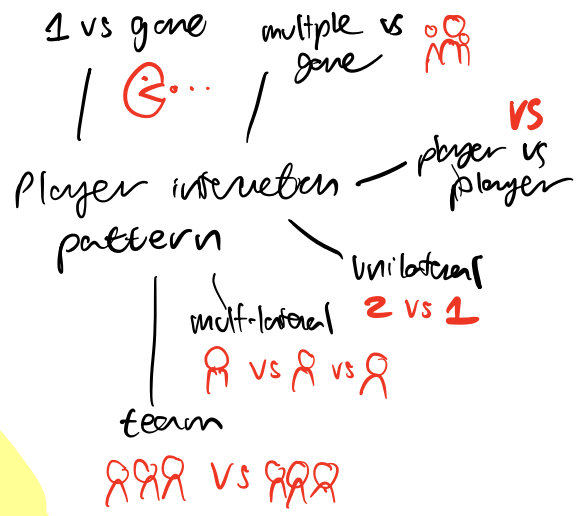
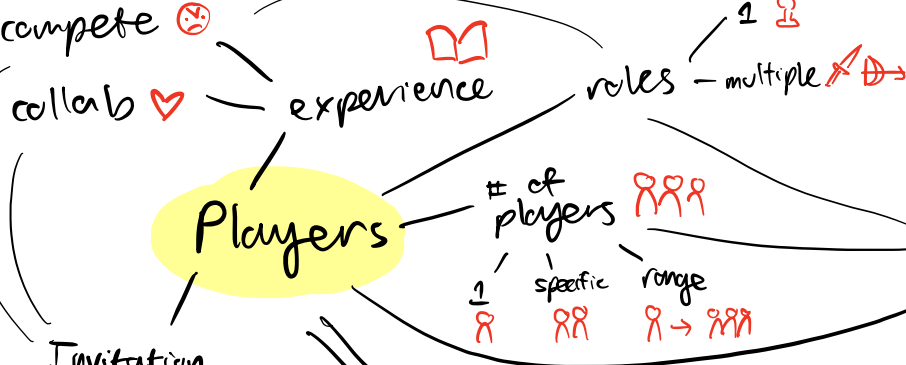


Lauren Yu, CS247g

# FORMAL ELEMENTS OF GAME DESIGN

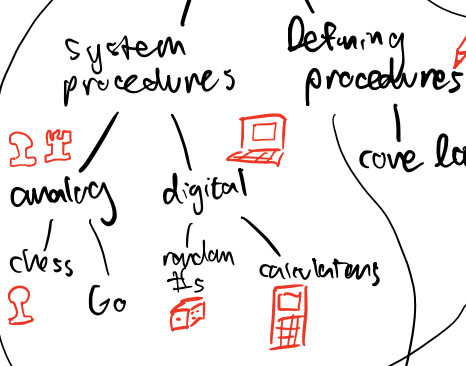
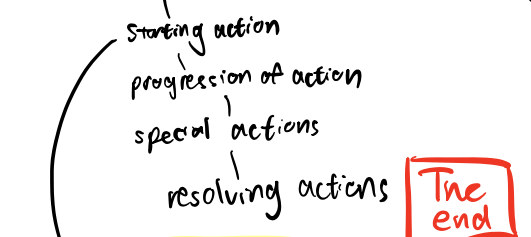
## Players



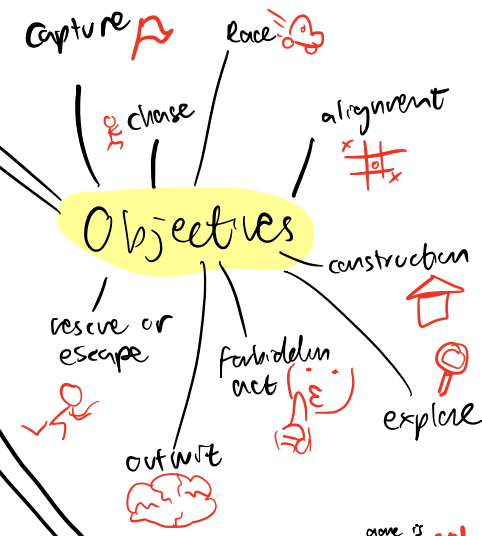
Invitation to play

**START →**

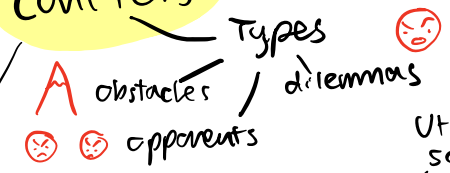
## Procedures



## Objectives



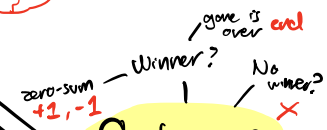
## Conflicts



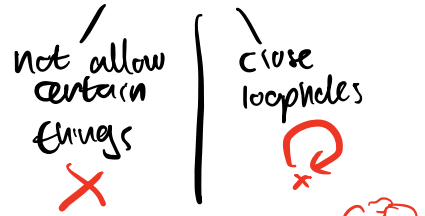
## Resources



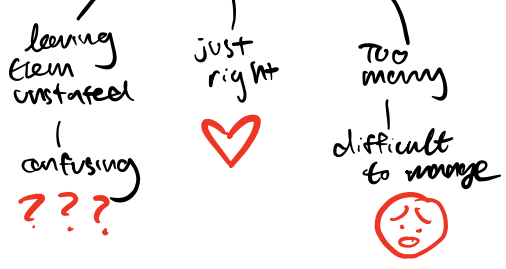
## Outcome



## Rules



## Complexity



## Types

