

Draw a path
(How to the end game)

How to MVB
 - Dice
 - Reshuffle (RPS)
 - Push goal \$
 - Physical skills
 Design criteria - speed, turn, swap, drink

Preferences (egresses)
 Recognize! (brashes!)
 Learned brashes (based on experience)
 (Live with small (new into mid))

What is a game?
 "The voluntary attempt to overcome obstacles"
 - Bernhard Suiss

Player creates (with experience emotion)
 Senses and feeling
 Play and observe while you are experiencing
 Contexts (etc) - Building

Formal Elements of Game Design 4/31/25

Documents Dynamics and Abstracts

Play like a Designer
 1. First check out main and press on buttons
 2. First over critical strengths
 3. Rank of entry for new plays

Called the magic circle
 Games in reality game

MVB and BUBS
 3. Breakpoints
 - Substrate (infinite \$)
 - Technical (current currency)
 4. Planning to learn (play) the
 What's the story when emerging?
 Most buys are there for reasons (designer build interaction)

(MVB or BUBS)
 N can zero sum
 Outcomes
 Zero sum games (win or lose)

4 Rules
 - Control
 - Play
 - Structure
 - Engage

5 Boundaries
 - Resources

7 of them
 1. Promoters
 - Multiplayer (MVP)
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2. Objectives
 - Captures (challenge)
 - Goals
 - Constraints (building blocks)
 - Flow
 - Structures (puzzle game)
 - Constraints (ring cracks)

Play all games
 - Form and base
 - Communicated - Drill down to explain (Lumo, WUI, etc)