

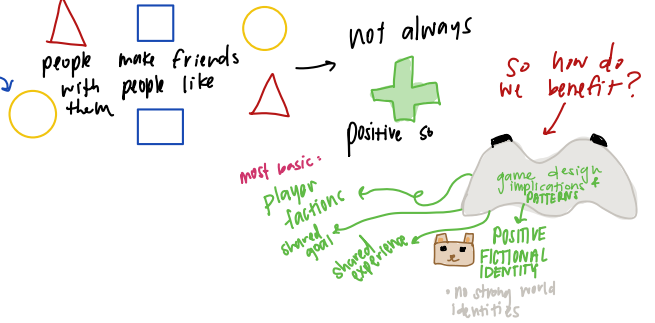
Game Design Patterns for BUILDING FRIENDSHIP

of games = tool for happiness

We know games do this

LAWs OF friendship

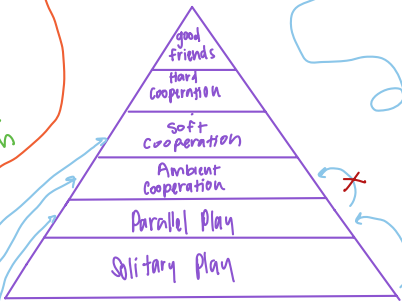
Similarity
disclosure



Proximity
reciprocity



Friendship levels:



To Maximize Trust = DISCLOSURE

ONLY WAY TO GROW



Kills Relationship leveling

DON'TS
→ real names
→ voice chat
→ location

*old friendships don't map to new contexts

Trust is won in Droplets and lost in Buckets

Shared Social Norms

Deep friendships are \$\$\$ w/trust

Niave: chat friendlied guilds gitting

Scale friendship on trust

Conclusion: proxim similarity reciproc disclosure

solitary
friends

game design implications & PATTERNS

- rooms - density managed - repeat interactions - allow single player area while waiting for others
- prob no single matches
- preserve cohorts
- inventary migration
- garbage collection

make a friendly offer

give a positive response

We are wired to reciprocate

game design implications & PATTERNS

- Scale friendship on trust
- Roles - fail if you don't work together
- everyone gets XP from enemy killed nearby
- automated initial interaction (discord)

CHAT + Blocking

CONE of silence

game design implications & PATTERNS