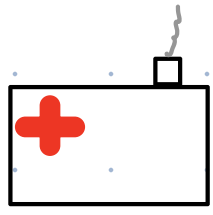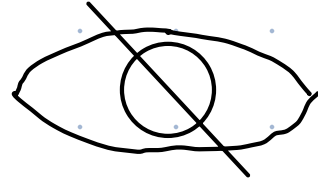# Architecture in Video Games

Why we Build IRL

Protect from weather

Organize activity
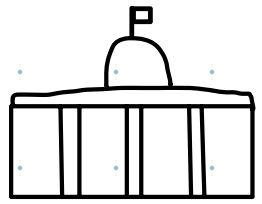
Privacy

Prevent theft

In video games, buildings are <u>movie sets</u>
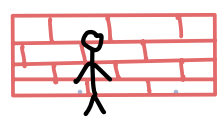
Organize activity
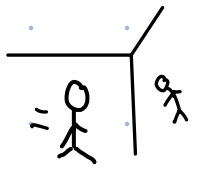
Protect resources

→ **Create feeling**

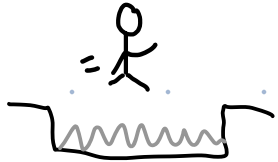## Primary Gameplay Functions of Architecture (gameplay challenges)

Constraint
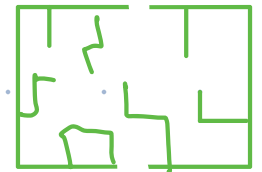
(Limits movement)

Concealment

(Hides info, enemies)

Obstacles and Skill Tests

(creates challenge)

Exploration

(helps the player discover the world)

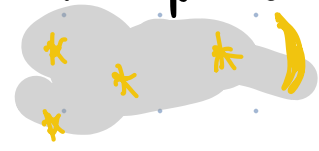## Secondary Gameplay Functions (Player emotions + world building)

Familiarity

Allusion

Surrealism

Atmosphere

Comedy

Clichés