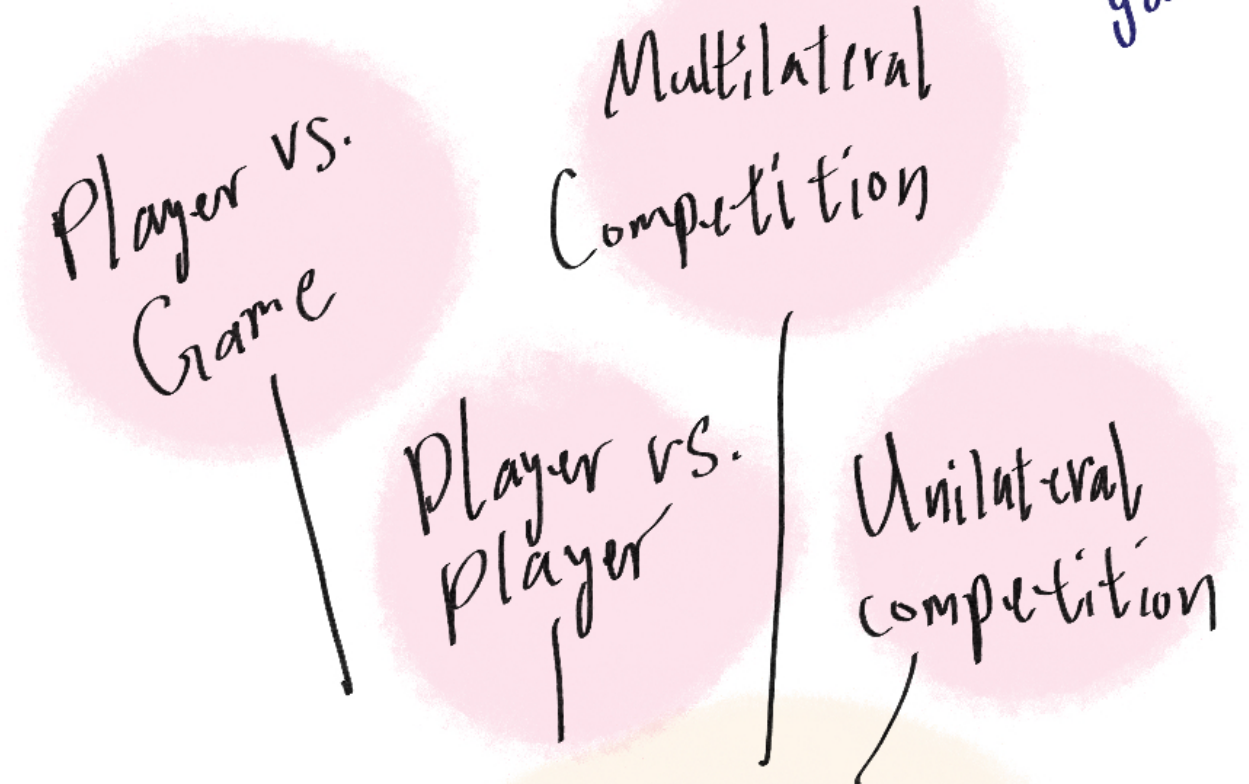


Goals & Strategy of game can be unclear, and that's okay!
* play all games!



1. PLAYER



2. OBJECTIVE

* you can have more than one

Zero Sum
1 win, 1 lose

eg. Sardine
hide & seek but group up to find when caught

3. ZERO SUM & NON ZERO SUM

Non Zero sum
can all win

Formal Elements of Game Design.



5. BOUNDARY

The magic circle: once you step into the boundaries of a game, that's when everything is different

- Johan Huizinga

eg. Hockey Game

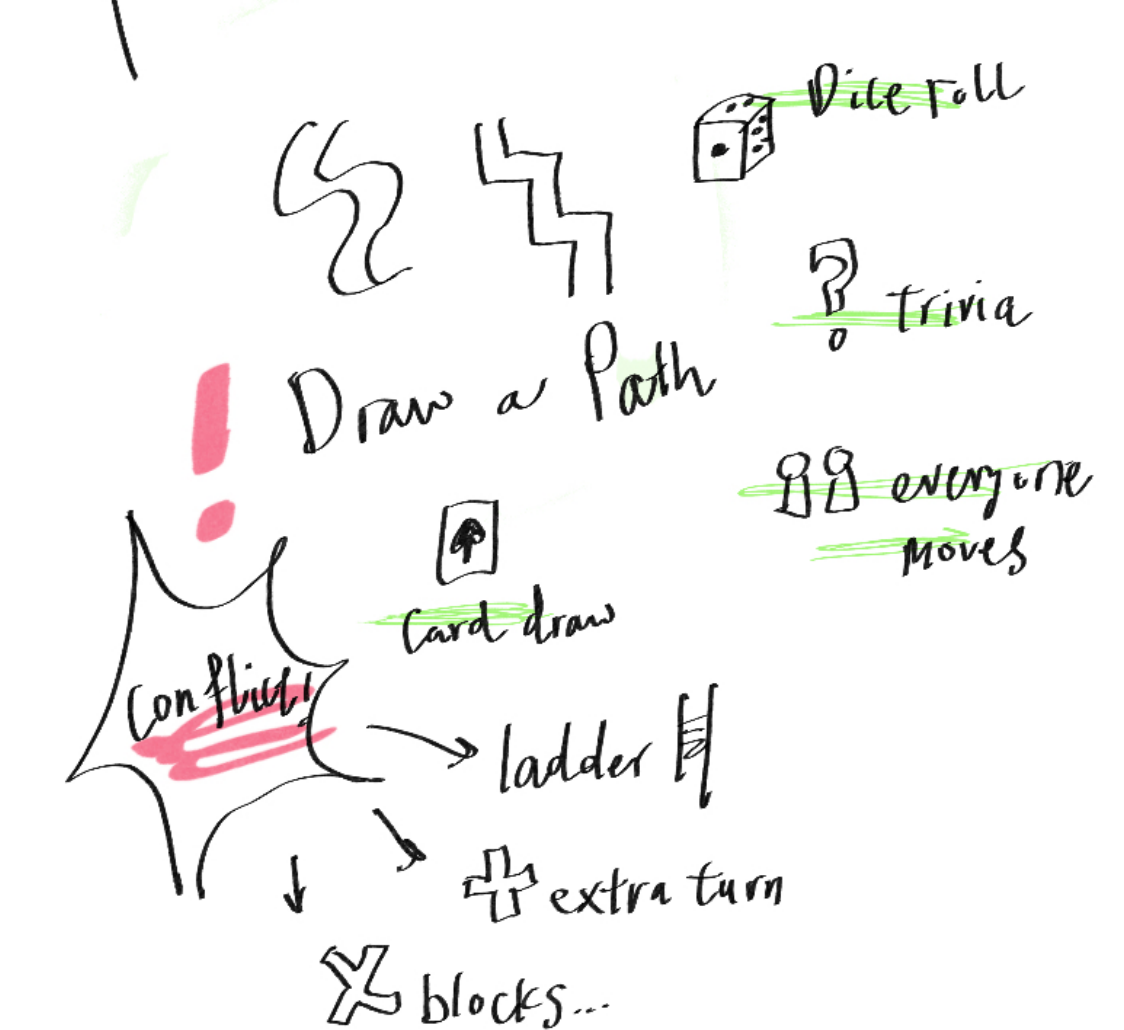


"Games are a context from which meanings can emerge."
- Eric Zimmerman

eg. Zombier Run

What is a game mechanic?
"Game design are rule based systems/ Simulations that facilitate & encourage a user to explore & learn the properties of their possibility space through the use of feedback mechanisms"
- Ralph Koster

- What is a game?
1. Closed formal system
 2. engages players in structured conflicts
 3. Resolves unequal outcome
 4. Dynamic system that support interaction for an aesthetic goal.



Larping

make world a magic circle