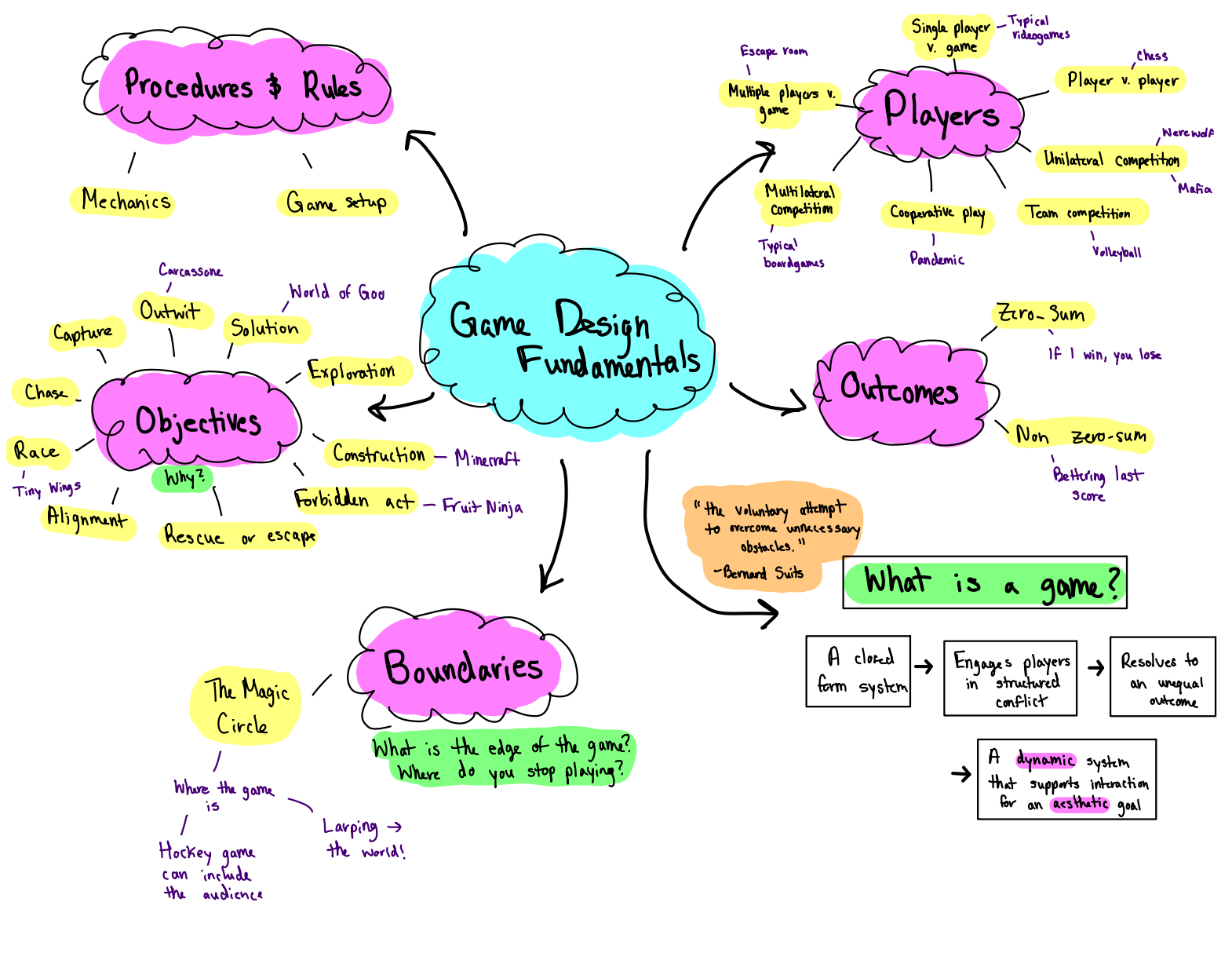
Game Design Fundamentals
Procedures & Rules
Mechanics
Game setup
Players
Single player v. game
Typical videogames
Escape room
Multiple players v. game
Chess
Player v. player
Werewolf
Unilateral competition
Mafia
Multilateral competition
Typical boardgames
Cooperative play
Pandemic
Team competition
Volleyball
Objectives
Carcassone
Outwit
World of Goo
Solution
Capture
Exploration
Chase
Race
Tiny Wings
Why?
Alignment
Rescue or escape
Construction — Minecraft
Forbidden act — Fruit Ninja
Outcomes
Zero-Sum
If I win, you lose
Non zero-sum
Bettering last score
"the voluntary attempt to overcome unnecessary obstacles."
-Bernard Suits
What is a game?
A closed form system
Engages players in structured conflict
Resolves to an unequal outcome
A dynamic system that supports interaction for an aesthetic goal
Boundaries
What is the edge of the game? Where do you stop playing?
The Magic Circle
Where the game is
Hockey game can include the audience
Larping → the world!