

"To play in a game means entering info in a magic circle, or perhaps creating one as a game begins"

MAGIC CIRCLE

"Crosses over a context from which meaning can emerge"

Stop playing? Edge of the game?

5. Boundaries

Stepping in the boundaries
(everything change (upside down))
↓
behaviour, talking different

eg. hockey → walls (easy to locate)
wall of the stadium
true edge
↑

- Create a game (eg.)
- ① Draw a path
 - ② Create a way to move
 - ③ Insert "Design Conflict" → game interesting

Game? → Closed, format system → structured conflict (players) → unequal outcome (win/lose) → aesthetic goal (support interaction) for, feeling you get (frustrated, happy)

"valuation attempt → unnecessary obstacles"

Theory
Game Design use that to create game

- Mechanics - rule based system/simulations → user to explore + learn properties of their possibilities space
- Dynamics
- Aesthetics

7 Formal Elements:

- player
- objectives
- outcomes
- rules
- procedures
- resources
- boundaries

feedback

Formal Elements in Game Design

1. Players



Considering:
⇒ ① How many do you need?
② Behaviours?

2. Objectives

Why do you play the game?

Goal? - eg.

Games can have multiple objectives
different objectives break & finish
eg. puzzle + race

same can be less clear
capture
race
alignment
forbidden action (do sth. + X do sth.)
construction
solution (puzzle)
outwit

Rules:
- Control the play
- argue the fun

5. Procedure & 6. Rules

Spent, saved, risk, most valuable

Lives
Units
Health
Currency
Actions
Inventory
Special Terrain
Time

Consider:
what resources forces uses
↓
meaningful choices

Types

4. Resources

Things user uses → reach goal manage, collect

3. Outcomes

You win, I lose ← Zero-Sum
X winning/losing
✓ better your best score ← Non-Zero-Sum

find the seeker, other hides ← Hide & Seek vs.

find the hider, join team ← Squirrels

↓
the last one still finding
→ first one to find