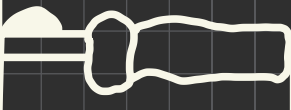


Player Promises

Why you're here -

pack with a player


Cursed or Hard?

↳ lots of debate. Ask is it a core theme?

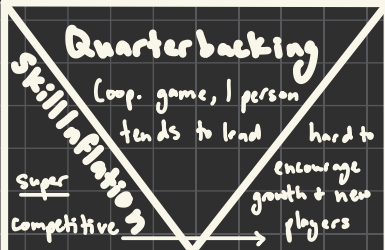
Quarterbacking

Coop. game, 1 person tends to lead

Skillflation

Super competitive

hard to encourage growth & new players



RECURSED PROBLEMS

REQUIRE SACRIFICE



occur when there is a conflict between two core player

UNSOVLABLE design problem

promises

Gordian knot of design



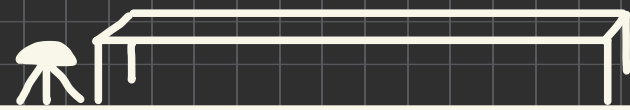

Want to recognize these problems before using so many resources

Ex: politics

Solution: Weaken promises

choices

EXIT →



Barriers

- Make it impossible to break promises



Ex: limit players' agency over each other, no politics

Gates

- Hide bad states behind challenges

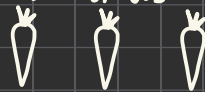


Ex: limit visibility of player success

Techniques

Carrots

- Incentivize avoiding bad states



Ex: add meta-game effects

S'mores

- Make it fun, promise dissipates, lean in



Ex: give players tools for deep political play