

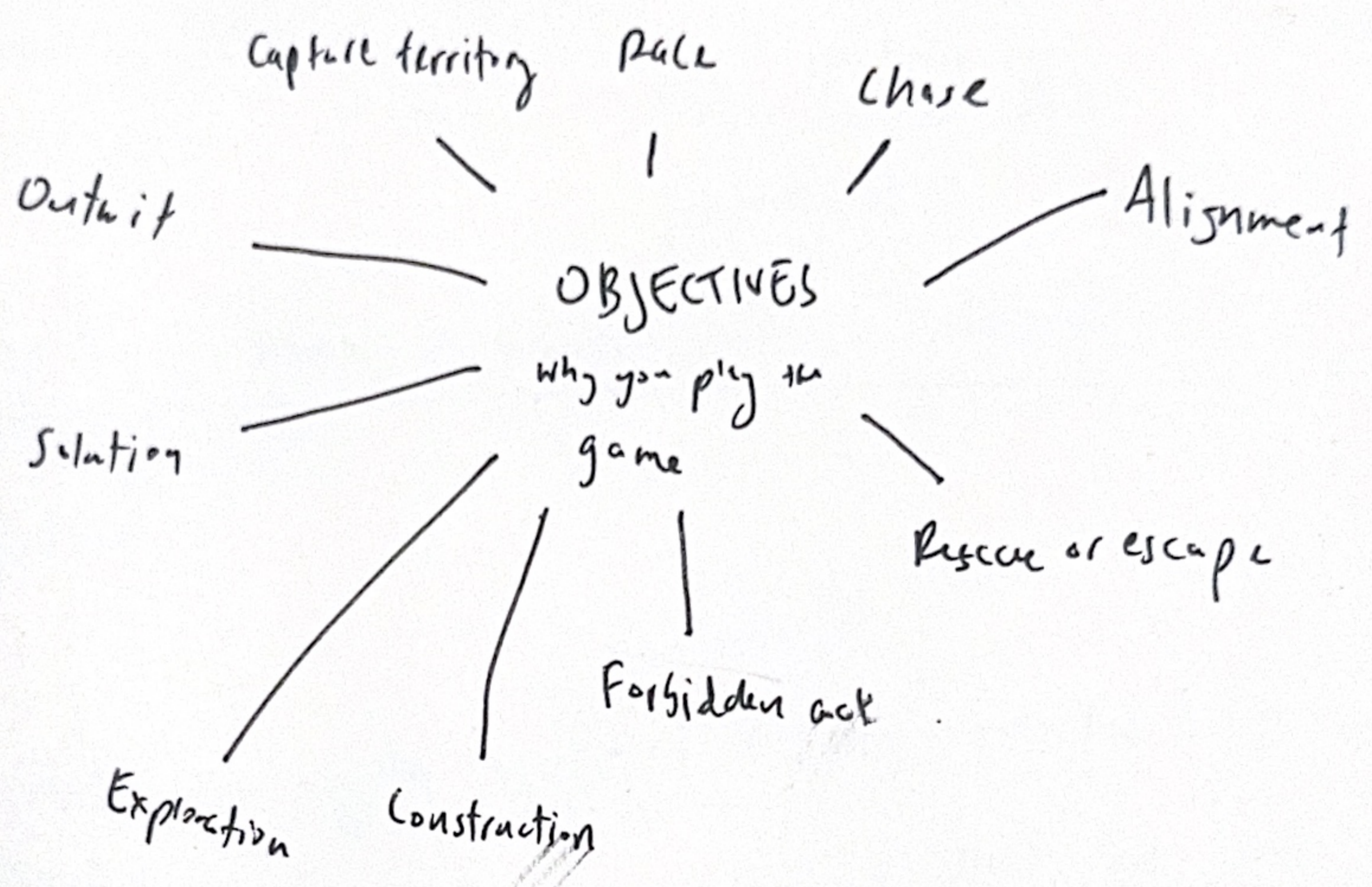
GAME DESIGN MINDMAP

1/25/2026

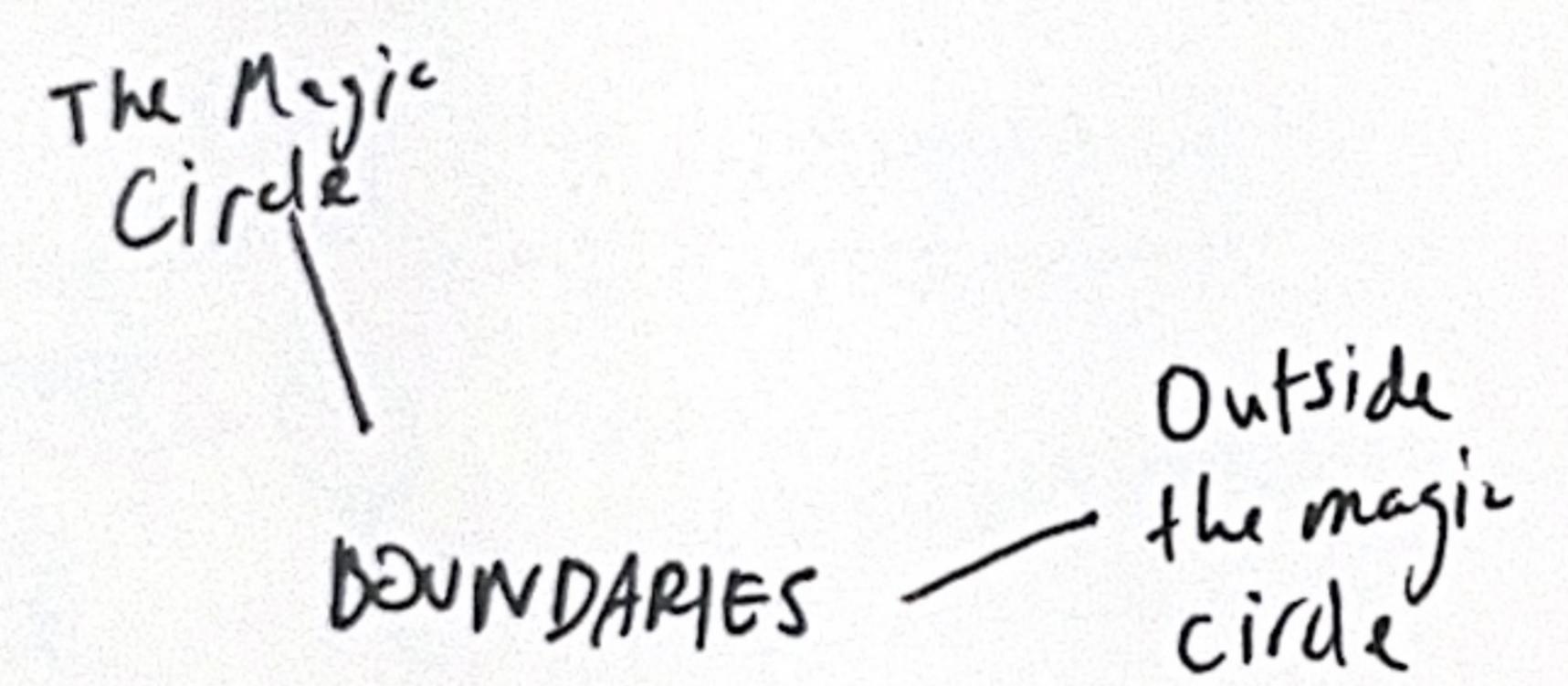
PATH
↓
WAY FOR PEOPLE TO MOVE ALONG PATH!!

Design conflicts
♂ vs ♀

Zero-Sum / Non-Zero-Sum
OUTCOMES



PROCEDURES + RULES



Observe while Experiencing → Recognizing biases → Learned biases → Familiarity → QUESTION ALL ASSUMPTIONS

PLAYING LIKE A DESIGNER

