

ROLE OF ARCHITECTURE IN VIDEOGAMES



Architecture for realistic use ✗
Architecture for gameplay ✓



Primary function: support the gameplay

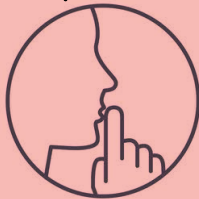
1. Constraints:

- Controls movement + accessibility
- Can vs. can'ts
- Physical barriers (ex. walls, doors, etc.)



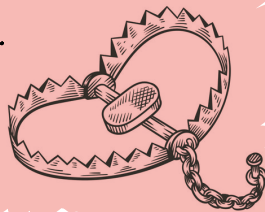
2. Concealment:

- Hides elements → encourage exploration
- NPCs, secrets, enemies, etc.



3. Obstacles:

- Challenges for players to overcome
- Traps, platforms, etc.



4. Exploration:

- Players navigate, familiarise / remember, make sense of space



Secondary function: inform & entertain its own right

1. Familiarity:

- Familiar real-world space → players instantly understands what the space means



2. Allusion:

- Real-world architectural styles to carry cultural meaning
- Ex. temple = peace + spiritual



3. Novelty:

- Unique architecture = unique worlds



4. Surrealism:

- Impossible architectures → different = against expectations



5. Atmosphere:

- Tone + emotional mood
- Ex. Dark = intimidating + scary



6. Humor:

- Silly architecture → adds personality

