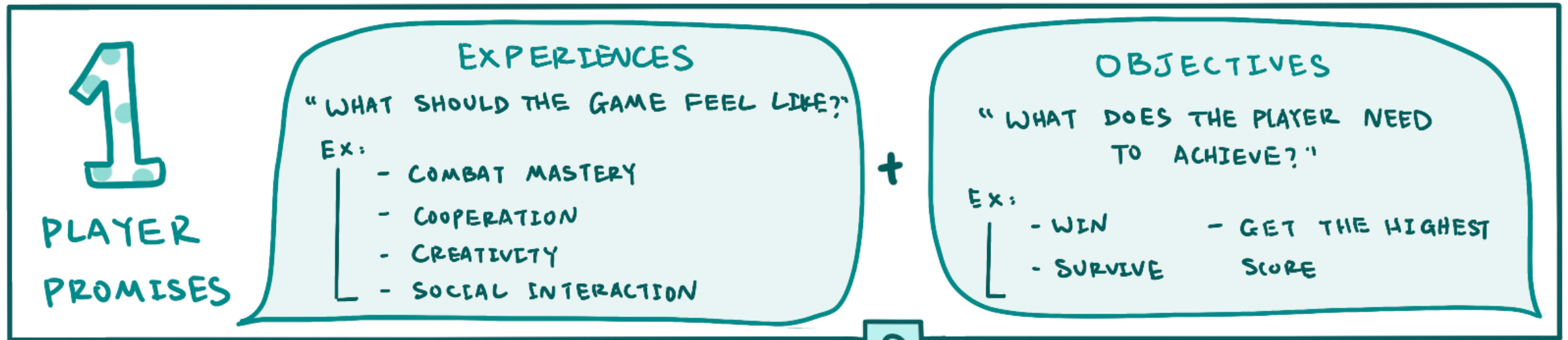
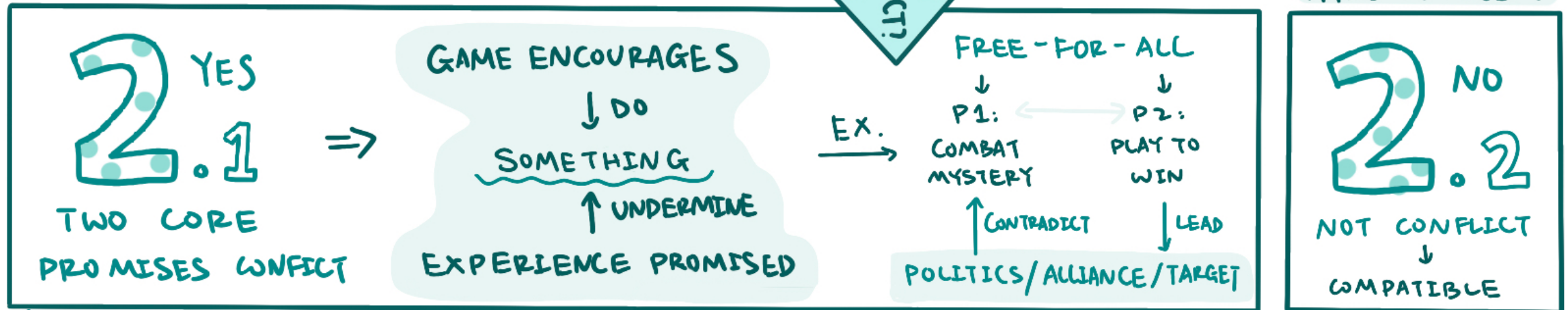


CURSED PROBLEMS

IN GAME DESIGN



CURSED PROBLEM



MORE EXAMPLE OF CURSED PROBLEMS:

① QUARTERBACKING

CO-OP ↔ CENTRAL CONTROL

↓
EVERYONE SUPPOSE TO CONTRIBUTE
ONE TELLING OTHERS WHAT TO DO

② QUALIFIED CREATIVITY

SELF EXPRESSION ↔ PROGRESSION

GAME GOALS PULL PLAYERS WHO WANT TO EXPRESS → PROGRESSION

③ CO-OP ABUSE

PLAY TO WIN ↔ SOCIAL BELONGING

TRYING HARD TO WIN
↓
BLAMING / ABUSING TEAMMATES

TO SOLVE CURSED PROBLEM...

3. SACRIFIC IS REQUIRED

BARRIER

"MAKE THE PROBLEMATIC ACTION IMPOSSIBLE"

↳ REMOVE PLAYER'S ABILITY TO BREAK THE PROMISE

EX: BATTLE ROYALE
PLAYERS ARE...

- SPREAD APART
- LIMITED INFORMATION

↓
→ POLITICS DIFFICULT

→ FOCUS ON FIGHTING

[S]: LESS CONTROL → PLAYERS

GATE

"MAKE THE PROBLEMATIC ACTION DIFFICULT"

↳ BARRIER: CAN'T DO IT
GATE: HARD TO DO IT

EX: HEROES OF THE STORM
SHARE RESPONSIBILITY

↓
HARDER TO BLAME
↓
HEALTHIER COOPERATION

[S]: A CLEARER INDIVIDUAL RESPONSIBILITY

CARROT

"CHANGE THE OBJECTIVE"

↓
GIVE PLAYERS A REASON TO BEHAVE DIFFERENTLY

↳ BARRIERS: CHANGES WHAT PLAYERS CAN DO
CARROT: CHANGES WHAT PLAYERS WANT TO DO

[S]: SOME OF THE ORIGINAL OBJECTIVE / MOTIVATION

S'MORES

"MAKE THE PROBLEMATIC ACTION FUN"

↓
LET PLAYERS LEAN INTO IT

EX: POLITICAL PLAY
UNEXPECTED BEHAVIOR
- DIPLOMACY
- BETRAYAL

↓
MAKE IT THE ACTUAL GAME "EMBRACE IT"

S: PART OF ORIGINAL FANTASY

DON'T STUCK IN THE DESERT...

CURSED PROBLEM X ONLY OBSTACLES
↓
OPPORTUNITIES FOR NEW GAME DESIGN



CHANGE 1 ASSUMPTIONS
↓
NEW OPPOTUNITIES