SYSTEM > Sum of Components

All elements → goal !

Complexity

TIC TAC TOE — fixed relation + 1 behavior

vs. CHESS → varied move (changes relation)

Qualities that define objects: physical, conceptual, RPGs

Potential actions of object given state

Area/terrain

Game concepts

Game pieces

OBJECTS

PROPERTIES

BEHAVIORS

RELATIONSHIPS

① Chance

② Rule sets.

System Dynamics

INTERACTION with SYSTEMS

INFORMATION

Game State can be
- hidden
- open
- mixed
- changing

- Direct / in-direct
- real-time / turn-based

CONTROL

FEEDBACK

Positive feedback loop / reinforcing relationship.

vs.

Negative feedback loop / balancing relationship

interaction loops

mental model

learn

decide

action

feedback

rules

Building Skill

kill goomba

jump

move

Interactim Arcs

actim

rules

model

feedback

"Golden Arc" or "success path"

Game Architectures

"What repeats & what does not?"

Loops × Arcs

Loops — Arc — Loops

Tuning Games

internally complete → fairness → fun & challenging