Elements of game design

Characters-

Playing characters controlled by a person; EG : the pac-man

Non-Playing characters controlled by the game; EG : the ghost of the pac-man

Goal-

What you have to do to complete the game.

EG : in pac-man The goal is to get all the points without dying

Rules

There should be some rules like enemy can kill the player, player has a chance to kill the enemy

EG: pac-man can kill the ghost and the ghost can kill the player.

Balance of rules

The rules of a game should be balanced. This means if the game is too difficult, people will not play it. If the game is too easy, people will not find it challenging enough to spend time on it. In the Pacman game, there are:

● 4 monsters patrolling vs 1

● Power pellets through which Pacman can eat the ghosts.

● Maze corners in which Pacman can hide

Story:

The story will the person who is playing that what happened to the characters.

Adaptive :

A good game is also adaptive - normally their difficulty level keeps increasing as the player

plays the game. The Pacman game gets harder to eat the dots as the game progresses

because there are lesser dots and they are spread across.

Feedback:

Another very good characteristic of games is that they give immediate feedback to the player on how they are doing.

Elements of chance:

Player completing the or dyeing without completing.

Elements of skills :

The movements of the ghosts are completely random. So whether the Pacman gets detected by the ghost has elements of chance involved. The skills of player are in quickly manoeuvring the Pacman away from the ghosts and eating all the yellow dots on the way.