**Chapter 19**

1. Architecture of buildings is similar to architecture of games, both present us with experiences we desire.
2. Game architecture is in the form of creating spaces for the player to experience your game. There are different types of game spaces
3. Linear game space, where player only moves forward and backward along a line and sometimes can loop around to beginning. For example Super Mario Brothers, Monopoly
4. Grid, where players have more freedom to move than in linear in a grid of polygons. For example Chess
5. Web arrangement, where several points are marked on a map and connected via paths For example Trivial Pursuit.
6. A good game should not have elements that defeat the game’s own purpose. For example if something is supposed to be fun but is boring when implemented, this is inner contradiction and a good game space must not have such characteristic.
7. Any game must be bounded so that the player can explore the territories in a rule based manner.
8. Scale becomes much important aspect of a game when designing a game, make sure every object is in the same unit of scale like inches / feet so that player can easily relate the structure to real world.
9. Designing levels in a game involves arranging the architecture in such a manner as to produce the right amount of challenge and along with it the right size of reward.

**Chapter 20**

**mine**

1. To create a game environment that is aesthetically pleasing to the player, the game designer must focus on the ability to see. For example, to not just see a salt shaker as just a container for salt but see the shapes, colors and to see its relationship to the environment and to see its function.
2. It is always helpful to sketch the visual aspect of the game on a paper before starting to work on the game because the game that might look in your mind may be very different from what you draw on the paper. It also helps identify if an idea is feasible or not.
3. Care must be taken to put detail into areas / spaces in the game in the right places, which would attract the player’s mind and exceed their expectations.
4. Audio is a powerful game sense which sets the game’s theme and environment and is more powerful than graphics. For example, if player is running through a water stream and there is no audio for it, it would be a bad game experience even if the graphics were stunning.
5. Do not let technology limit your ability to imagine. Let the game designers imagine and define artistic visions and then allow the engineers to match that level with their technology.

**Chapter** **29**

1. Every game industry needs money to flourish and continue to make best games.
2. You do not need a strong financial background to understand the money-making business, just follow the money, see how money flows when a copy of the machine is sold.
3. Always keep track of the top ten best-selling video games each year and determine which drove the company to a major success, through detailed mathematical analysis.
4. Profits are what keep the company alive so ask questions like where does the money go in my game’s business model and why? How many units do I think the game will sell and why do I think that.

**Chapter 30**

1. Games can have positive effects as well as negative effects on humans. Some advantages include taking mind off of stressful things and troubles, escaping the real-world problems for some time, connecting socially with other players.
2. However it can also lead to long-term addiction to videogames and become detrimental to human life.
3. School exams are also games where the student has to attempt a test in a time limit while scoring the highest marks. However it lacks the surprise and pleasures because of which we do not see it as a game.
4. Games can help us learn facts and knowledge in an interactive visual and audible manner. Playing video games also improves our problem-solving skills because a player utilizes different skills and techniques to achieve a certain objective and earn the reward.
5. Linear medium is a difficult way to learn complex relationships for example, lectures and videos. The only way to understand it is to play with it and get a sense of how everything is connected.
6. Games create experiences and experiences tend to change people. To make sure only the best changes happen to your players, analyze the potential effects of the game on the player, both harmful and rewarding.