**Chapter 3**

**Summary:**

The author starts this chapter with the talk that there are no defined terms or standardized vocabulary for discussing/expressing the game design ideas. It’s all about thinking and discussing the design in our own way. Everyone defines the terms ‘experience’, ‘play’, and ‘game’ in their own perspective. Thus, a game designer should also try to define his/her own terms and make clear statements about what is a good or a bad design. In this process, the game designer gets to think more and more about (expressing his/her) design, and this is what makes the designer a good game designer. Thinking makes him/her a better designer.

The author then explains how to think of our definitions of the terms and how can we justify our definitions by using counter examples. He takes an example of defining ‘game’ that game is something that we play and that involves surprises and fun in it. He then argues that ‘Surprise’ and ‘fun’ are important parts of every game design. Human brains are wired to enjoy surprises. He also uses some references and examples to urge that how a fun can turn a job/work into a game.

‘Curiosity’ is also an important factor in the game design process, that is, the player should be motivated to play the game and he/she should be curious about the unlocking the new game modes. ‘Endogenous Value’ is also inevitable in any game design. All the items or objects in the game should be valuable to the players and should give the player some sort of benefit so that player doesn’t think at any point that this thing is useless in the game.

Games should also allow the player to solve some sort of problem to succeed in the game. Problem solving is important and must be there in any game because we as humans get also more curious when we get to solve something, and we try to solve that problem to get success in the game. In the end, author completely defines the ‘game’ as:

**A game is a problem-solving activity, approached with a playful attitude.**

**Implementation:**

A good game needs to be equally fun and challenging for the users and this is what we aim for as our product of the bike game. As the author says a game should unfold surprises to the users at different points so the user gets engaged and doesn’t lose motivation at any point. We will be using a variety of obstacles that will come down the path of driver at different points. Obstacle will be unique and will come spontaneously that will serve as surprises for the bike driver.

Apart from making it challenging, we will ensure to add a fun factor in the game as well. The user will enjoy clearing the obstacles and other vehicles on the road while getting coins down the way. This will make him/her to be motivated and earn as much coins as he/she can unlock new game modes, such as new tracks, new locations, day, or night mode, and will be able to upgrade his vehicle. He/she will be more curious about what the new game modes will look like, how much will they enjoy the new tracks. They will be curious about unlocking new vehicles and that can only be done when they have enough coins.

As for the problem-solving factor in the game, the user will get to think about clearing tough obstacles at an advanced level in the game where the obstacles will be challenging.

Overall, we want to make a game that has all these elements in it, and which is what makes game a successful game.