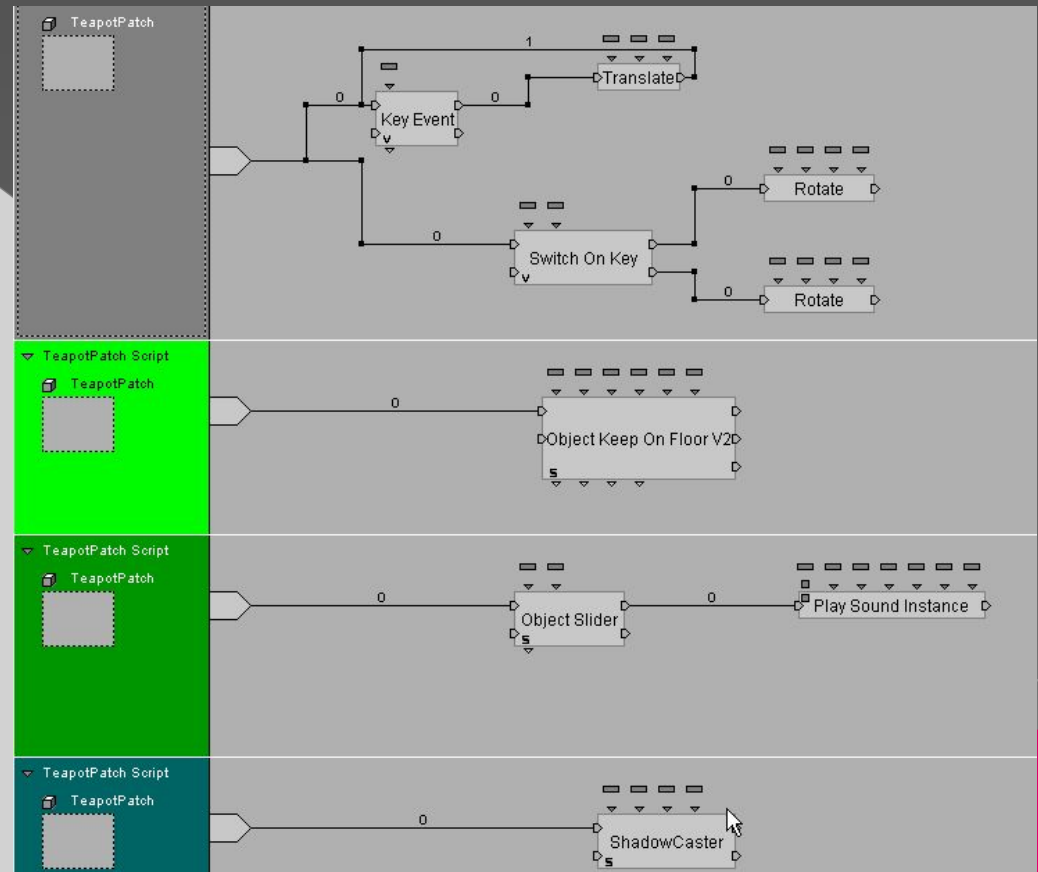# Formal Game Elements

The building blocks of play

Formal Game Elements

- The Player
- Objectives
- Procedures
- Rules
- Resources
- Conflict
- Boundaries
- Outcome

The Player

- There is no game without the PLAYER!
  - What are the roles?
  - What are their relationships?
  - Multi-player or solo?
- Roles
  - Every player is equal
  - One special role vs. all others
  - Every player is different

Player Interaction Patterns

- Single vs. game
- Multiple players vs. game
- Player vs. player
- Unilateral competition (multi vs. one)
- Multilateral comp. (multi vs. each other)
- Cooperative play
- Team cooperation

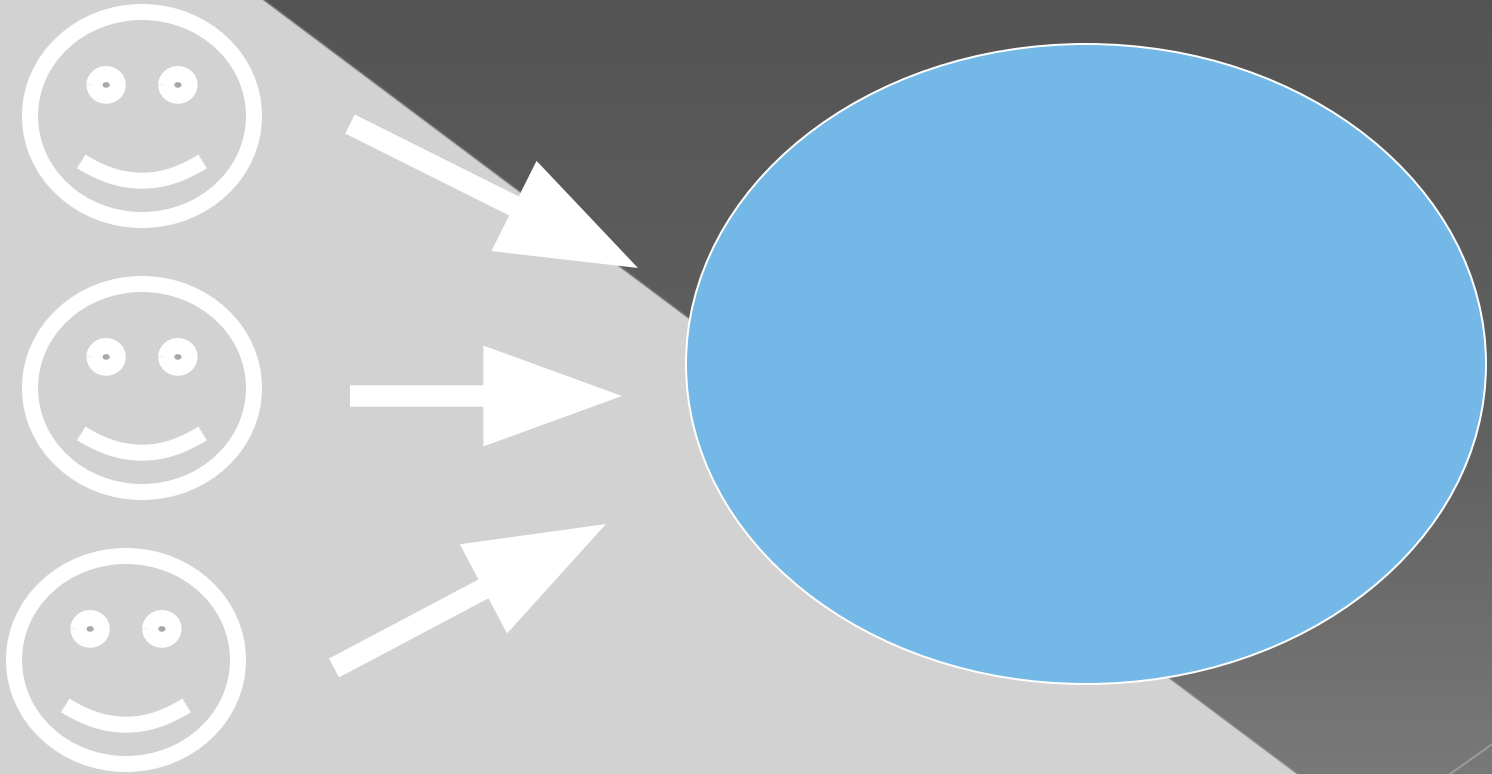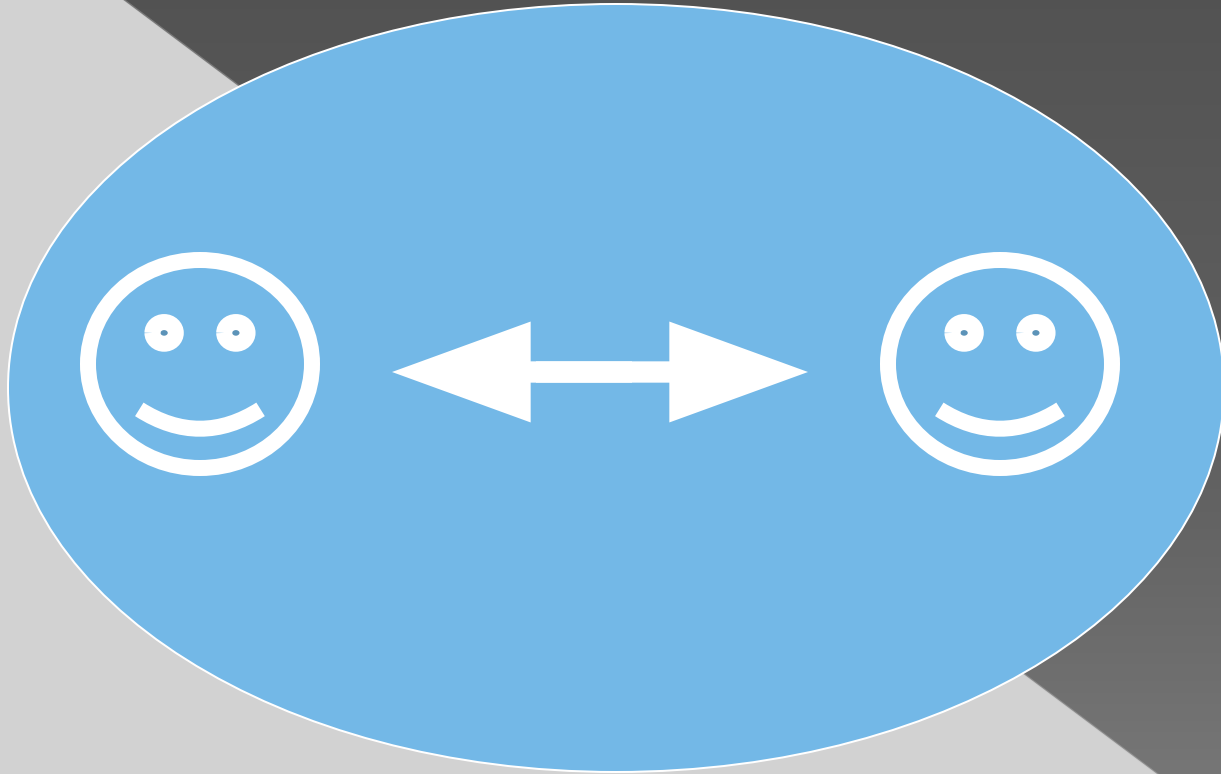# Single Player vs. Game
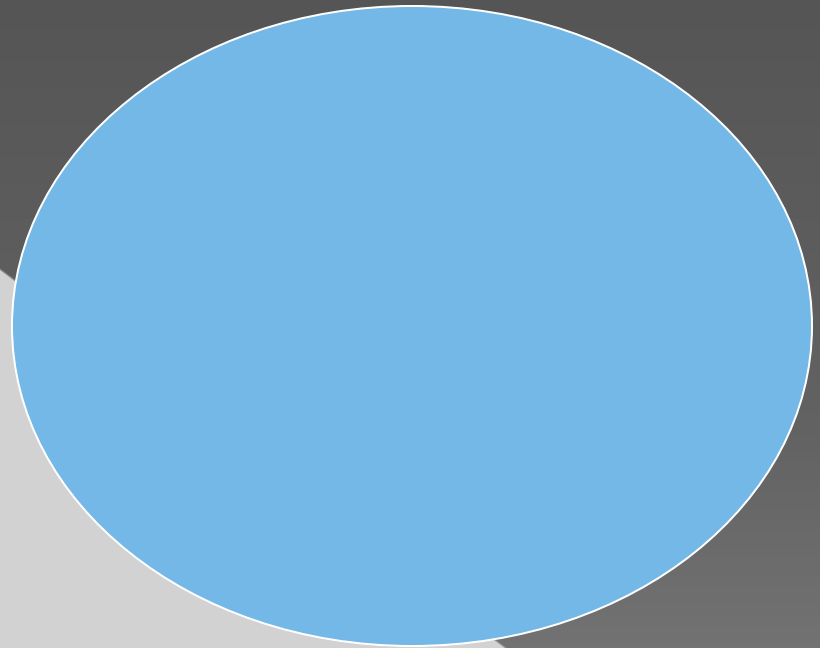
Single Player vs. Game

Multiple players vs. game

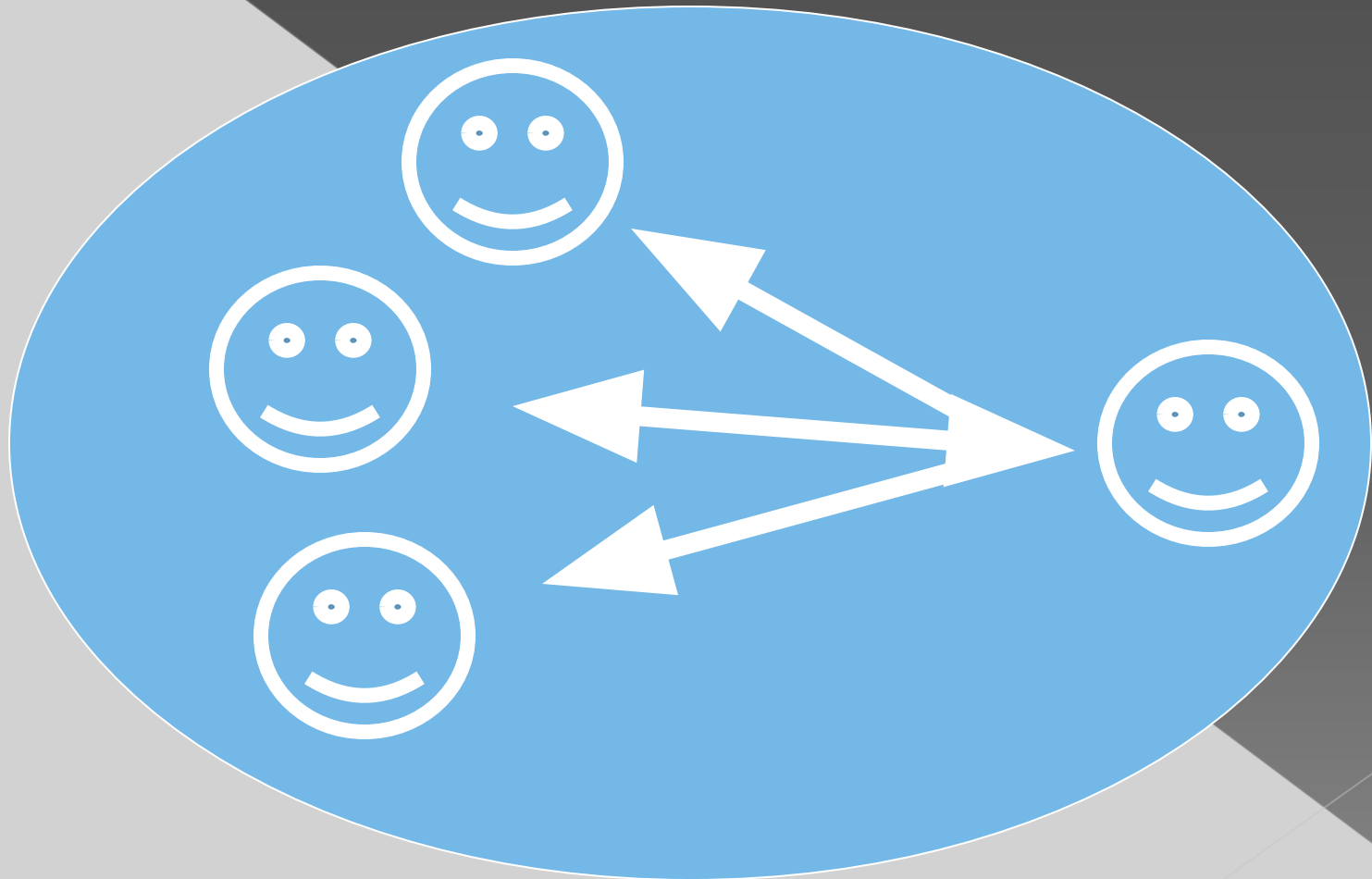# Multiple players vs. game
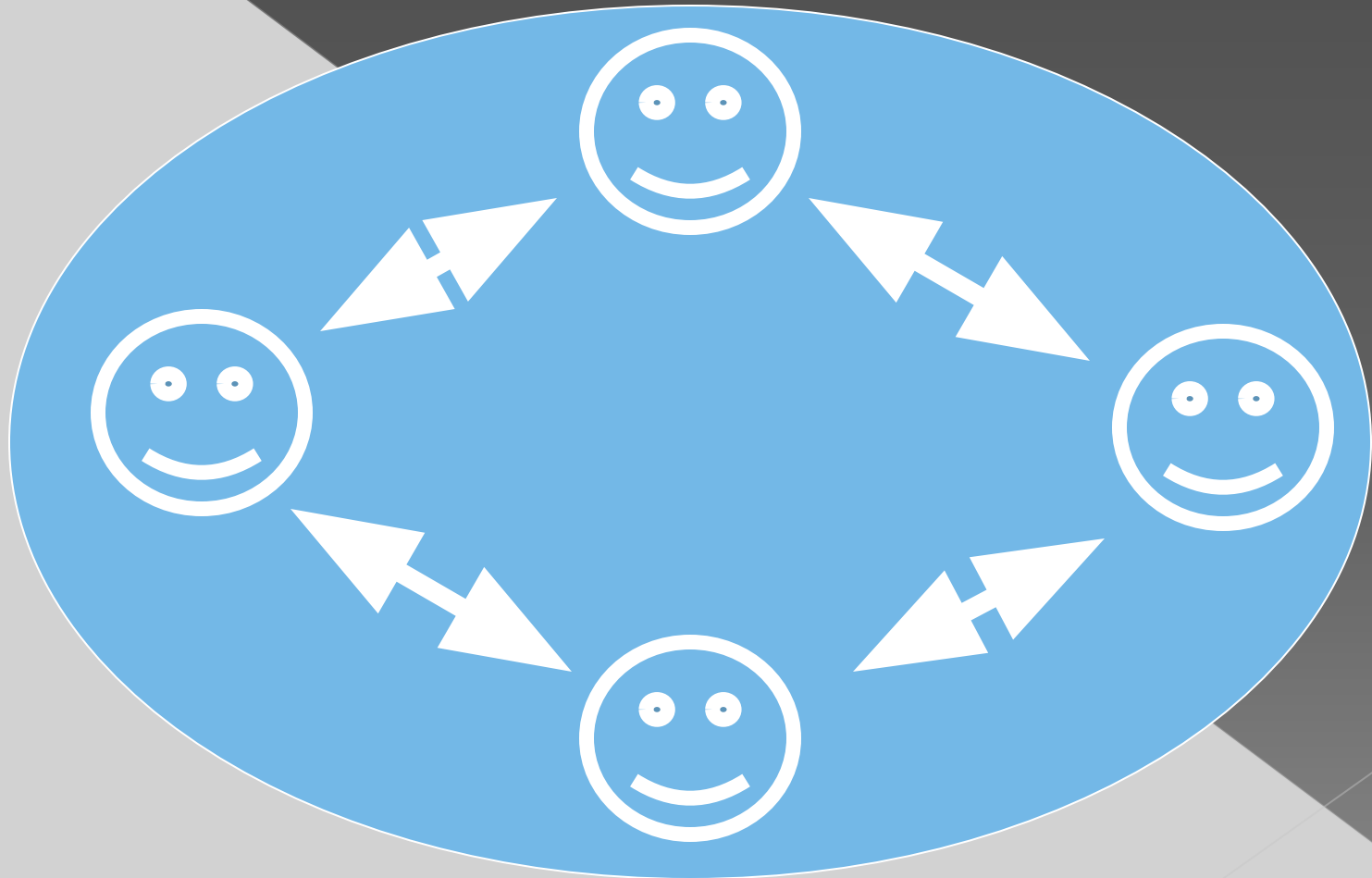
Player vs. player

Player vs. player

Unilateral competition (multiplayer vs. one)

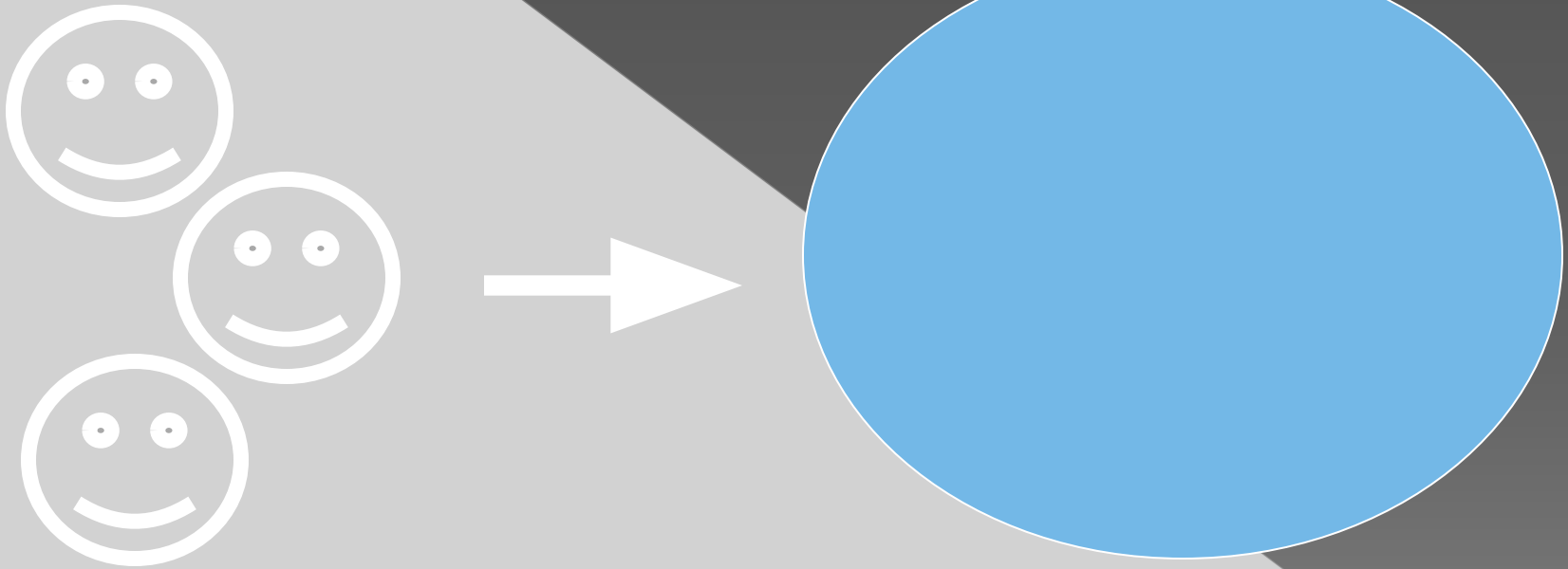# Unilateral competition (multiplayer vs. one)

Multilateral competition (multiplayer vs. each other)

Multilateral competition (multiplayer vs. each other)

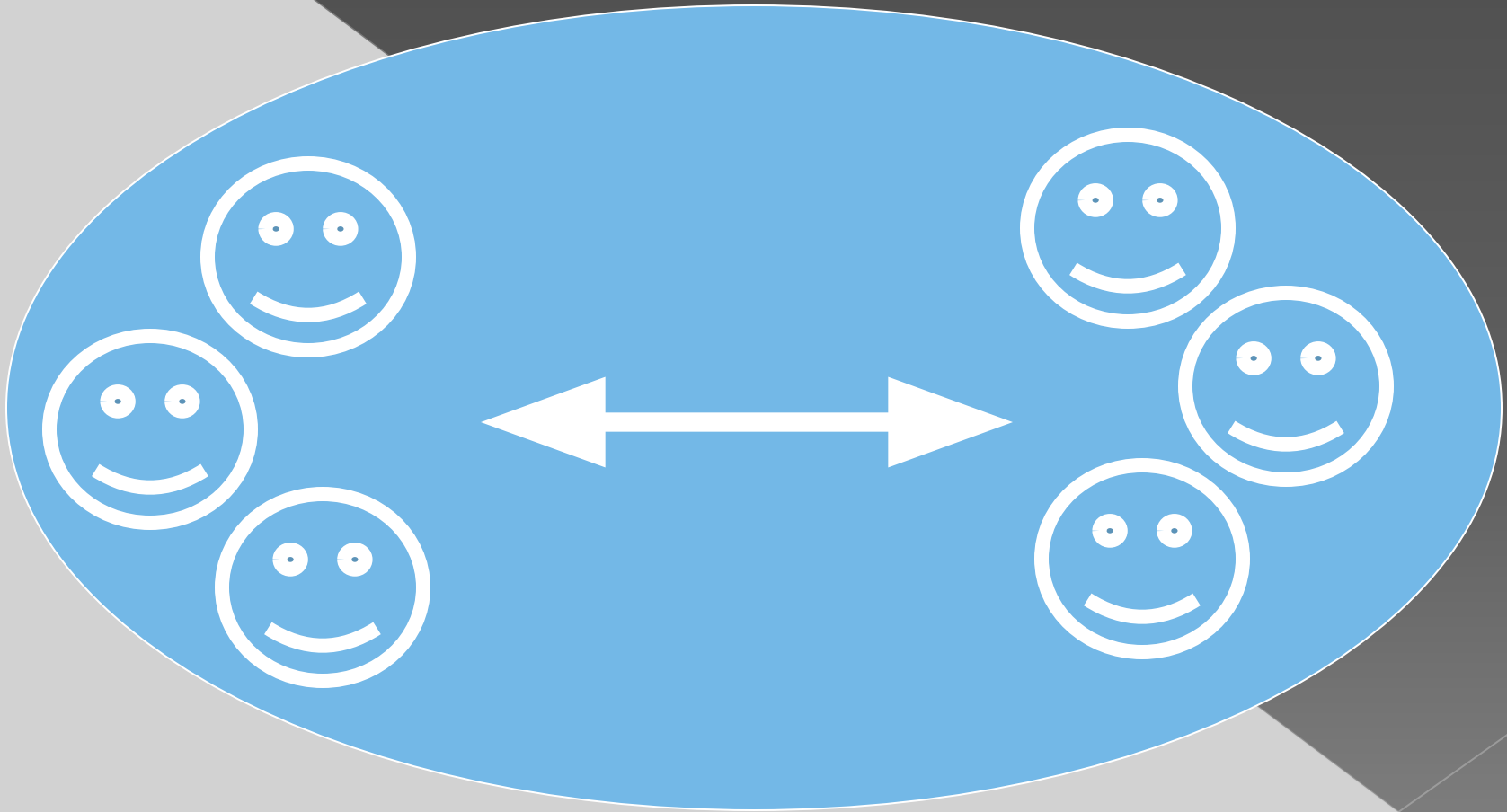# Cooperative play

Cooperative play

Team cooperation

Team cooperation

Objectives

Objectives

- The main point

Objectives

- The main point
- Tone of the game

Objectives

- The main point
- Tone of the game
- Genre specific objectives

Objectives

- The main point
- Tone of the game
- Genre specific objectives
- Multiple objectives

Objectives

- The main point
- Tone of the game
- Genre specific objectives
- Multiple objectives
- Obvious objectives

Objectives

- The main point
- Tone of the game
- Genre specific objectives
- Multiple objectives
- Obvious objectives
- Determined by the player

Objectives

- The main point
- Tone of the game
- Genre specific objectives
- Multiple objectives
- Obvious objectives
- Determined by the player
- Your favorite game's objectives

Procedures
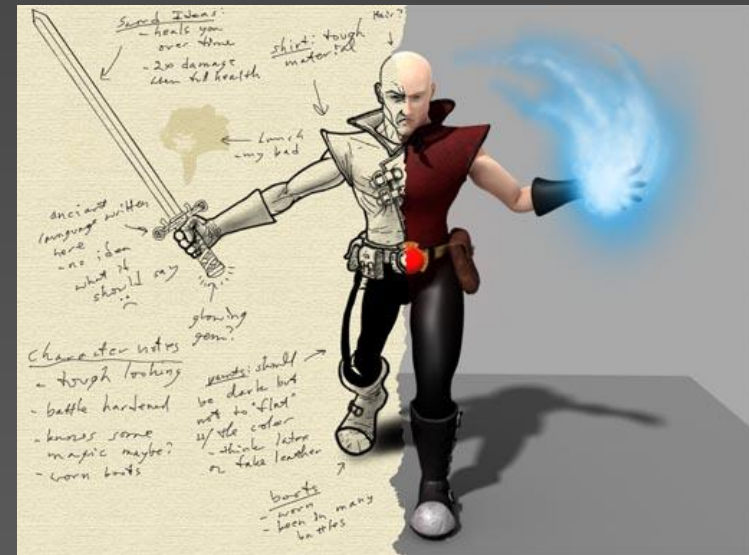
Procedures

- Method of play

Procedures

- Method of play
- Not the rules

Procedures

- Method of play

- Not the rules

- Who, what, where, when, and how

Procedures

- Method of play
- Not the rules
- Who, what, where, when, and how
- Starting Action

Procedures

- Method of play
- Not the rules
- Who, what, where, when, and how
- Starting Action
- Progression of Action

Procedures

- Method of play
- Not the rules
- Who, what, where, when, and how
- Starting Action
- Progression of Action
- Special Actions

Procedures

- Method of play
- Not the rules
- Who, what, where, when, and how
- Starting Action
- Progression of Action
- Special Actions
- Resolving Actions

Procedures

- Method of play
- Not the rules
- Who, what, where, when, and how
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- Resolving Actions
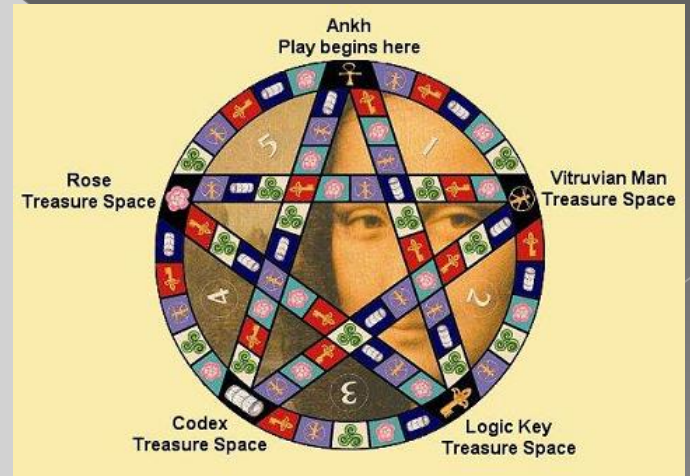- Defining the game "environment"

Rules

Ankh
Play begins here

Rose
Treasure Space

Vitruvian Man
Treasure Space

Codex
Treasure Space

Logic Key
Treasure Space

Rules

- Define objects and concepts

Ankh
Play begins here

Rose
Treasure Space

Vitruvian Man
Treasure Space

Codex
Treasure Space

Logic Key
Treasure Space

Rules

- Define objects and concepts
- Restrict action

Rules

- Define objects and concepts
- Restrict action
- Determine outcome

Rules

- Define objects and concepts

- Restrict action
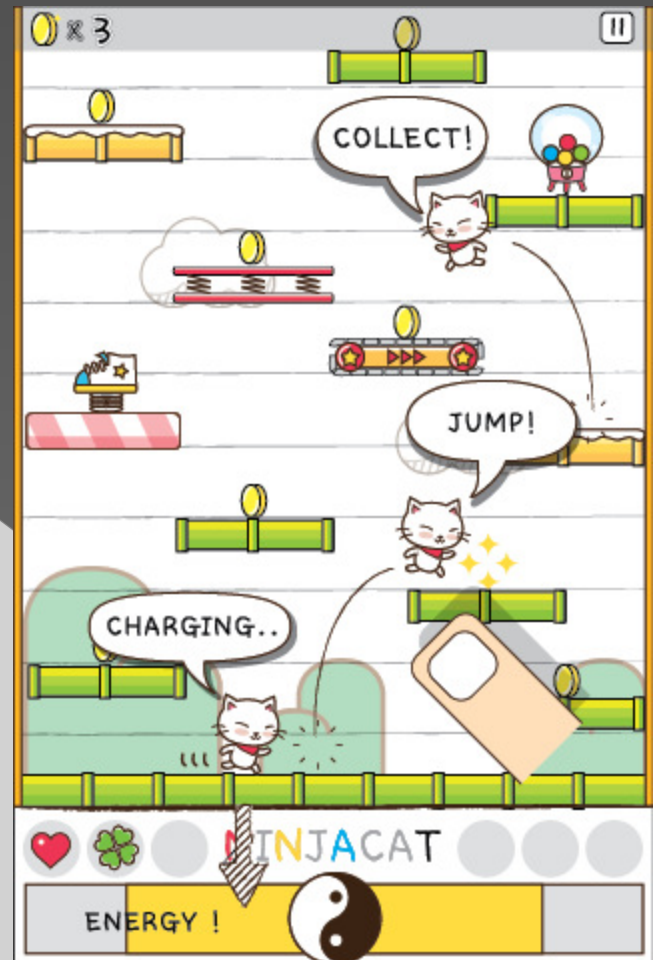
- Determine outcome

- Need to be easy to remember

Rules

- Define objects and concepts
- Restrict action
- Determine outcome
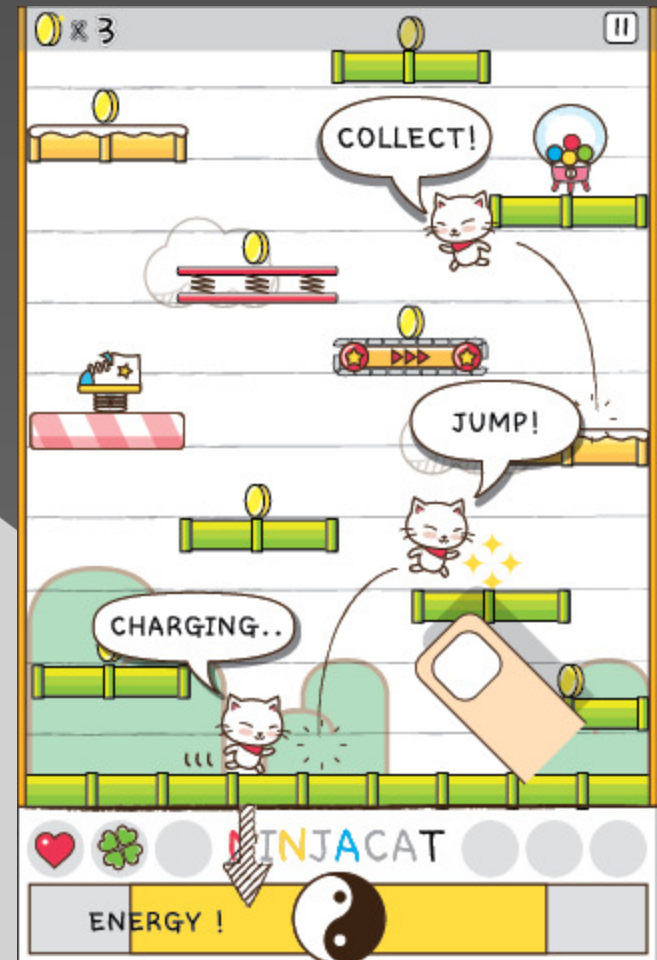- Need to be easy to remember
- Need to be relevant

Resources

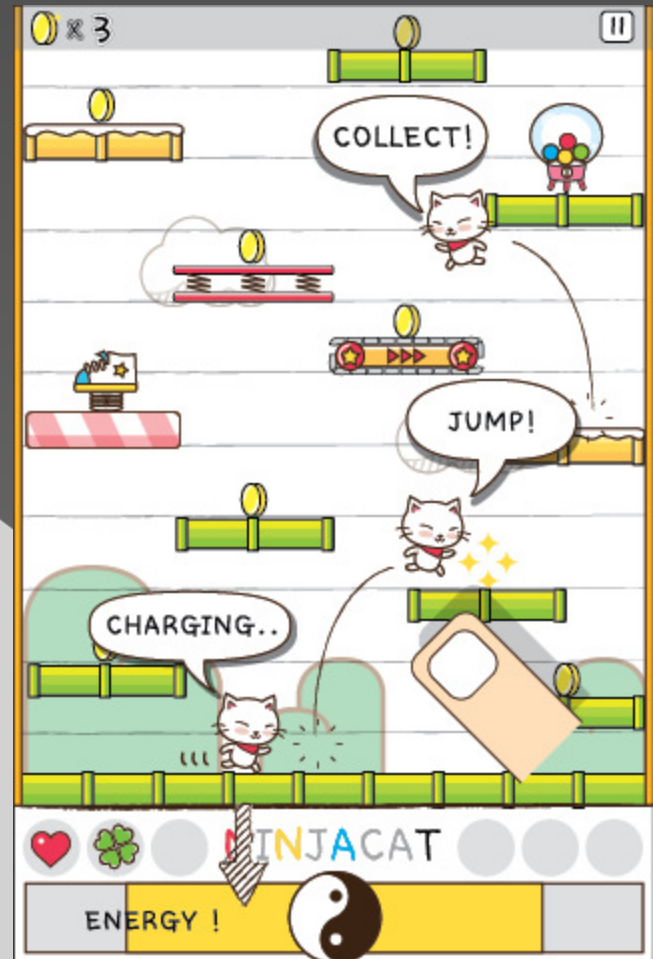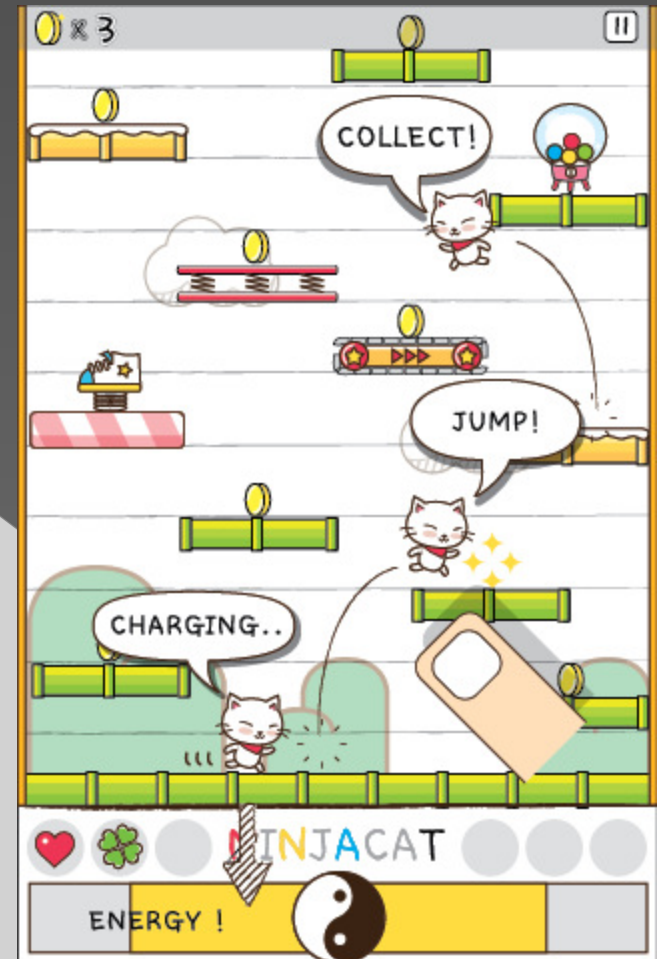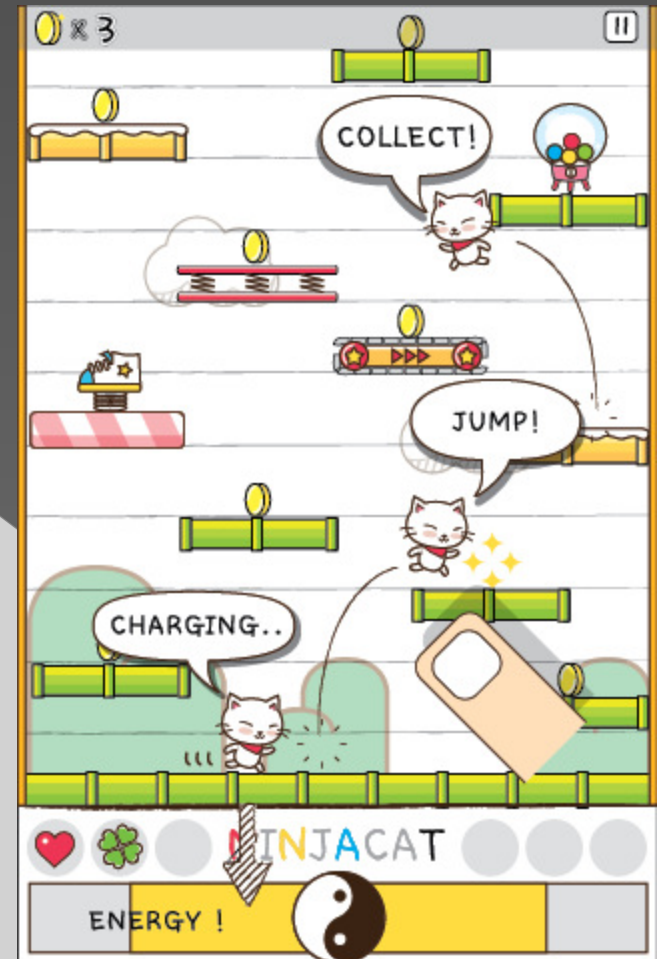# Resources

- Lives

Resources

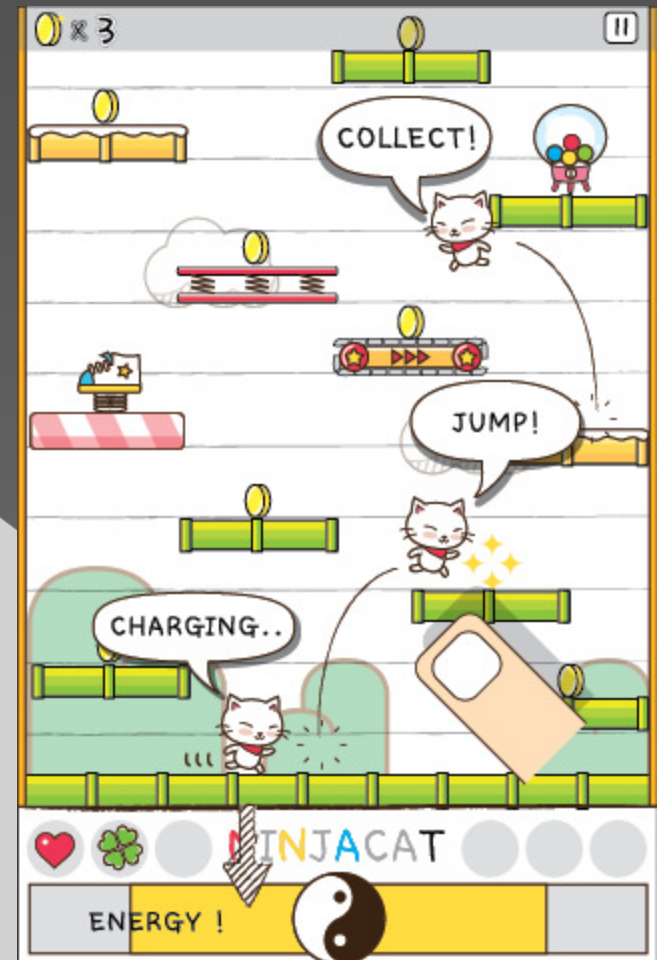- Lives
- Units

Resources

- Lives
- Units
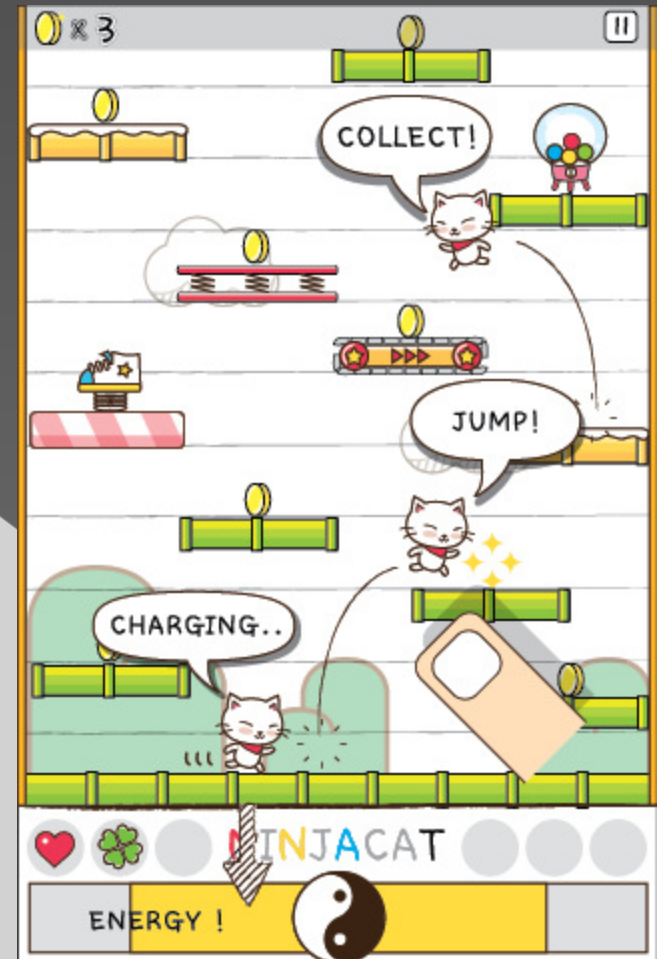- Health

Resources

- Lives
- Units
- Health
- Currency
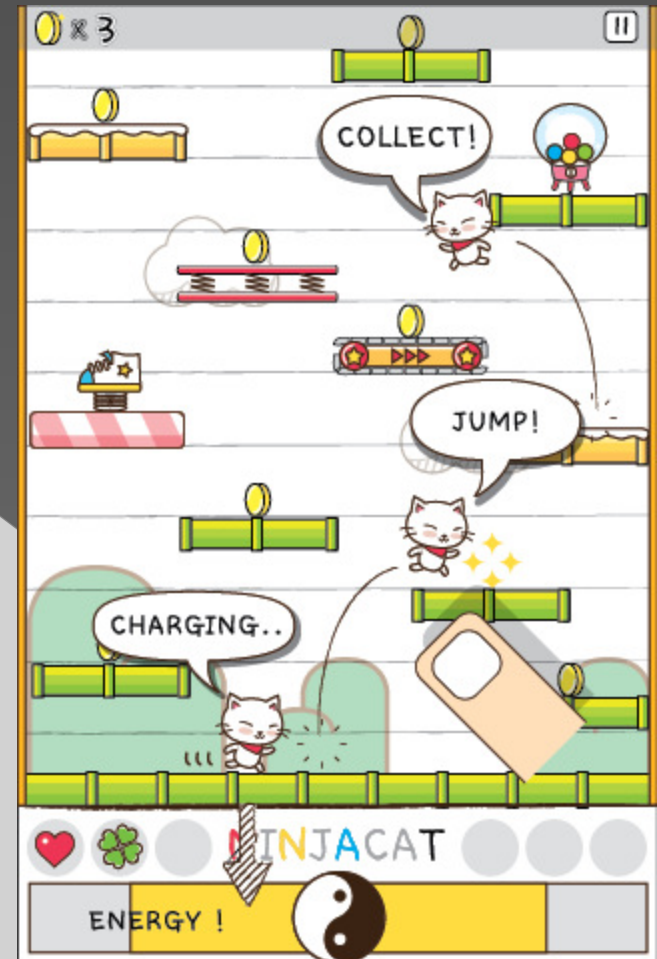
Resources

- Lives
- Units
- Health
- Currency
- Actions

Resources

- Lives
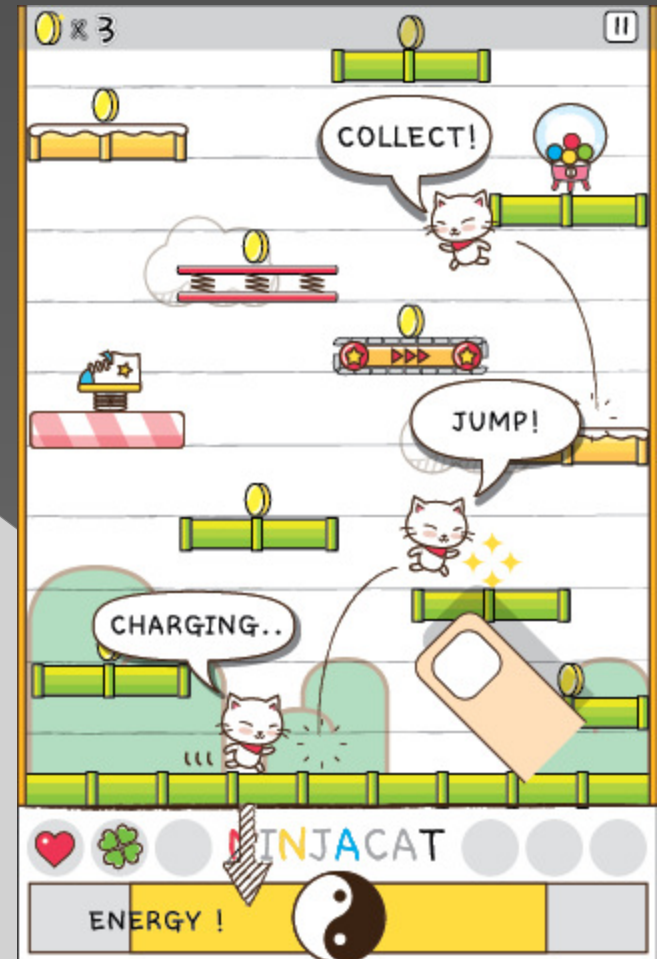- Units
- Health
- Currency
- Actions
- Objects/inventory

Resources

- Lives
- Units
- Health
- Currency
- Actions
- Objects/inventory
- Terrain/environment

Resources

- Lives
- Units
- Health
- Currency
- Actions
- Objects/inventory
- Terrain/environment
- Time!

Conflict

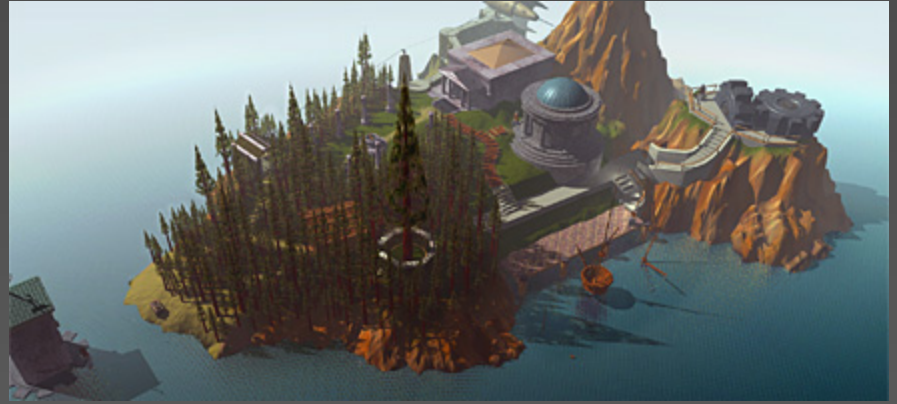# Conflict

- Obstacles

Conflict

- Obstacles
- Opponents

Conflict

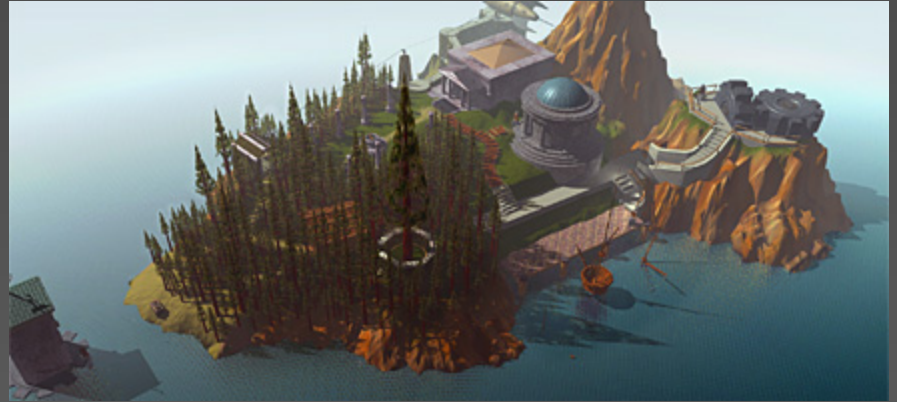- Obstacles
- Opponents
- Dilemmas

Boundaries

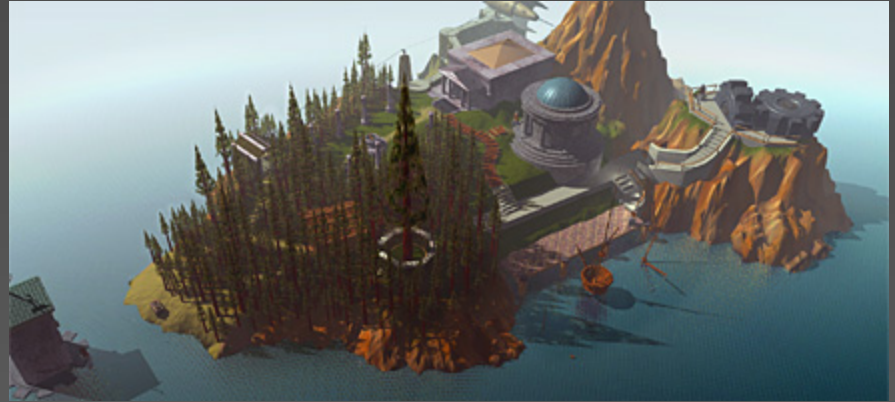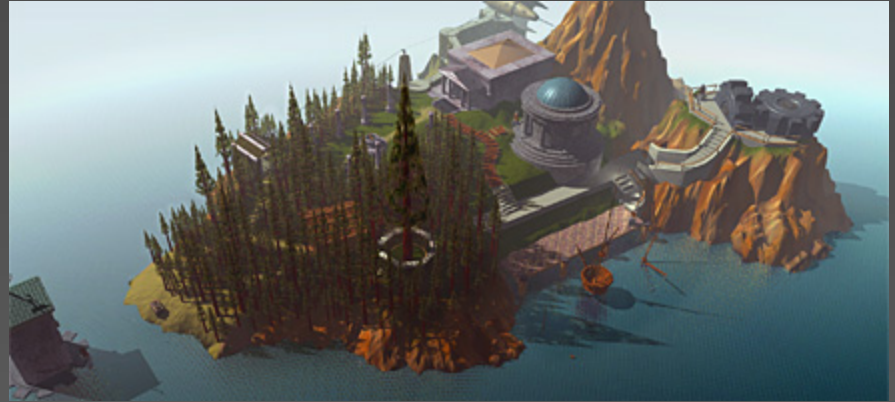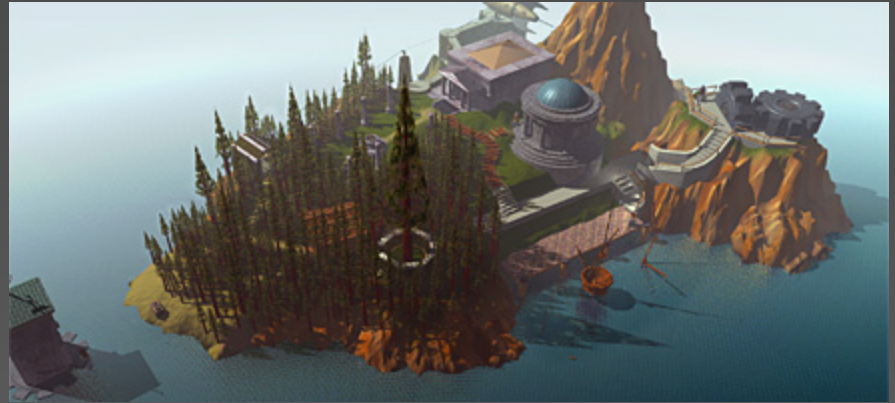# Boundaries

- Similar to rules and conflicts

Boundaries

- Similar to rules and conflicts
- Guide the action

Boundaries

- Similar to rules and conflicts
- Guide the action
- Make the game play challenging

Boundaries

- Similar to rules and conflicts
- Guide the action
- Make the game play challenging
- Separates the game from what is NOT the game

Boundaries
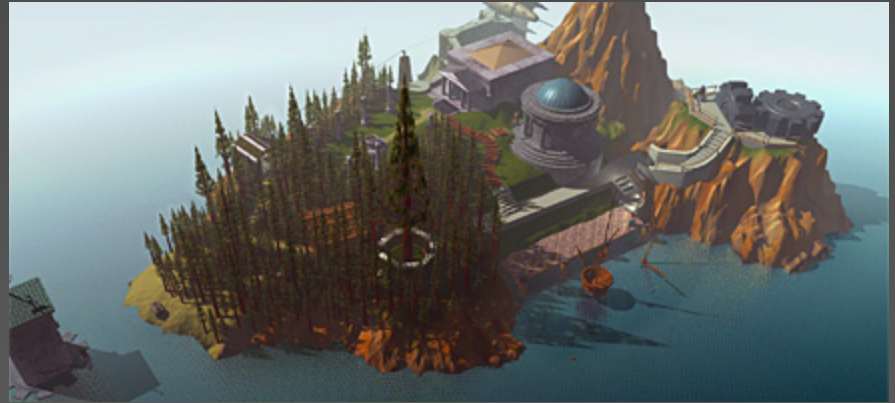
- Similar to rules and conflicts
- Guide the action
- Make the game play challenging
- Separates the game from what is NOT the game
- Also define the game environment

Outcome

Outcome

- Every system has an outcome

Outcome

- Every system has an outcome
- A game system produces
  Win or Lose

Outcome

- Every system has an outcome
- A game system produces
  Win or Lose
- What is the win/lose criteria?

Outcome

- Every system has an outcome
- A game system produces
  Win or Lose
- What is the win/lose criteria?
- Is there always a winner?

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- Is there always a winner?
- What about ranking?

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- Which is more satisfying?

Outcome

- Every system has an outcome
- A game system produces
  Win or Lose
- What is the win/lose criteria?
- Is there always a winner?
- What about ranking?
- Which is more satisfying?
- What games have no outcome?