Internal Economy

resource

money / energy / time
items / power-ups / enemies

Entity

stores specific amount of resources
- Simple
- compound

Source

produce with production rate
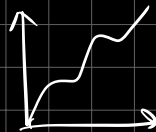
drain

food consumption
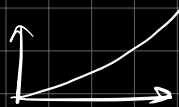
Converter

convert tree into lumber

trader

buy stuff

Negative Feedback 返回来影响自己 內衡

Positive Feedback 持续影响 指数

Dynamic Equilibrium Mario Cart behinders have greater chance getting good items

应用

① risk & reward   reward compensate effort

② avoid dead lock   resource → 过关

                      耗尽 → over ⇒ re-generate

③ add strategy   ⊂⊃ ammo

④ create large possibility space

                 玩家不同投资、选者、属性

      RISKS • dominating combination

                • not be completely anticipated → exclusive choices /tradoffs
                                                  re-playable

                • multiple ways to pass level ⟋↗ play might have different
                                                        choices

         flexibility   +   Compatibility

⑤ Skills to create economic-system — 计 you want to make
                                          sim city

     ✕ unlock economic component gradually
            to control possibility space

     ✕ mine the meta-economic structure
            dominating combination

     ✕ restrict ps by various maps
            players' diff strategy on diff maps
            apply negative feedback to impede player
                     create challenges if needed

Machinations

game's playability determined by tangible/intangible/abstract resources

Book Summary

Applied Class Concept

Applied Game Design

Book Summary

Applied Class Concept