**Principles**

**General**

* All aspects of the game must follow the established rules. If possible, this should include cutscenes to avoid player disconnect.
* Cutscenes are best used to establish the context of the game. They can give purpose to missions.
* All player choices must be informed.
* Focus on aesthetics over graphics.
* Iteration times should be kept low. You don’t want to replay 10 minutes of game that you have beaten to reach the one moment you failed.
* Operant conditioning to create fun is not sustainable. Other methods such as curiosity or a desire to master the game should be used.
* New gear must be incomparable to old gear to avoid nullifying the old gear. Nullification may be desired but beware.

**Multiplayer**

* Multiplayer should include some way for new players to have hope against experienced players.
* Tools and techniques used by one player should be fun for the players it is used on as well.
* Calculated imbalance keeps players creative.

**Definitions**

**Power Creep**- new items and skills are more powerful than old ones, so old ones are discarded. The game’s overall power increases gradually until it reaches a limit or ruins the game.

**Minimum Viable Product**- the smallest, simplest version of something that can still be produced. (The core of the product without the fluff)