**Fundamentals of Game Development – Chapter 4, Game Worlds**

In first person games, gameplay is defined by interaction between the player and the world. A game world is an artificial space where game events occur, it essentially acts as an environment where a player pretends to be while playing a game. Art is not the defining factor in a game world. The world itself must align with the mechanics of the core game, careful thought into the design will greatly benefit the developer and help maintain a player’s attention. One of the main purposes of a game world is to entertain, offering players somewhere to explore and interact with. Before a player gains experience in a game the world helps to immerse the player in the game’s mechanics. Thus, its design is vital to create longevity in the game's life cycle and maintain a player’s interest.

A game's dimensions are defined as the properties of the game world. They include quantitatively measurable dimensions like the physical space, and qualitatively measurable components like the general mood and feel of the game.

To define a world, developers must define:

* The physical dimensions, which is the simulated physical space. It includes the spatial dimensions, the scale and the boundaries. In a FPS its important objects in the game environment are scaled properly so that objects look right in their surroundings. Things like keys, weapons or ammunition can be scaled to make them more visible.
* The environmental dimensions which define the atmosphere and how a world appears. Which include the cultural context of the game's characters and physical surroundings which define how the world looks. These dimensions help define a feel for the game environment. For a game set indoors, one must consider what the walls, ceiling and floor looks like. Also, the sounds must be included i.e., music and character sound. This plays a part in setting the general mood and feel of the game. It is important to define a style and theme. All components of the level must be consistent, conforming to this decision.
* The emotional dimensions. How the game will influence a player’s feelings and emotions. For example, a horror style game may have graphic imagery, sudden sounds and a darkened theme.

**References:**

Adams, E. (2014). *Fundamentals of game design*, Chapter 4. Berkeley, Ca: New Riders.