**Game Designing Elements: -**

* ***Character:*** A character is either a Playing Character (PC) controlled by player or Non-Playing Character (NPC). PCs are controlled by player in the game. NPCs are controlled by computer.
* ***Goal:*** A goal is the aim that the playing characters need to win the game.
* ***Rules:*** The rules of a game should be balanced. This means if the game is too difficult, people will not play it. If the game is too easy, people will not find it challenging enough to spend time on it.
* ***Balance:*** This means if the game is too difficult, people will not play it. If the game is too easy, people will not find it challenging enough to spend time on it.
* ***Story line***: Some game tells the story made by the game designer, but other games allow the user to infer a story through the game play.
* ***Game adaptivity:*** A good game is also adaptive - normally their difficulty level keeps increasing as the player plays the game.
* ***Skill vs chance:*** A good game play has some elements of chance and some elements of skill involved.
* ***Feedback:*** Another very good characteristic of games is that they give immediate feedback to the player on how they are doing.