

Lecture12 Rules Metrics

- Rule is an **arbitrary**, designed relationship between parameters or objects in a game
 - Arbitrary because there is no higher order guiding the creation of such relationships and designed because it is a relationship intentionally created by a designer
 - They make no sense outside of the context of the systems into which they were so carefully crafted
- Layer
 - **High-level rules:** broad sets of goals that focus the player on a particular subset of motions
 - such as collecting coins
 - the form of health and damage systems
 - **Mid-level rules:** rules for specific objects in the game world that give immediate meaning to an action
 - capturing the flag in a capture-the-flag multiplayer game
 - **Low-level rules:** define the physical properties of individual objects
 - how much damage it takes an avatar to destroy an enemy

1. High-Level Rules

- Focus players on a certain subset of mechanics and, in so doing, change their perception of the game's feel
- From all the available action choices in a game, the designer wants the player to make certain choices and institutes a reward system to reinforce that behavior
- A high-level relationship encourages you to play a certain way by leaving you a trail of breadcrumbs to follow
- It was given some amount of relative importance by the cunning construction of rules
- High-level rules is that they can make even a tedious action very fun or addictive

2. Medium-Level Rules

- Medium-level rules can give immediate meaning to action
 - when you HP is very low, suddenly every tiny motion seems a lot more important
 - when you're holding the flag, you are the focus of all action in the game and the meaning of all your actions change
- At the medium level of rules, immediate meaning can be conveyed to objects in the game world by arbitrary rules

3. Low-Level Rules

- The level of kinesthetic interaction, rules can affect the feel of the game by changing the perceived properties of objects, especially as they interact with the avatar over time
 - The amount of health something has relative to the amount of damage a weapon does can be defined in any way
- How much damage an object can sustain before being destroyed has a great effect on how the physical object is perceived\