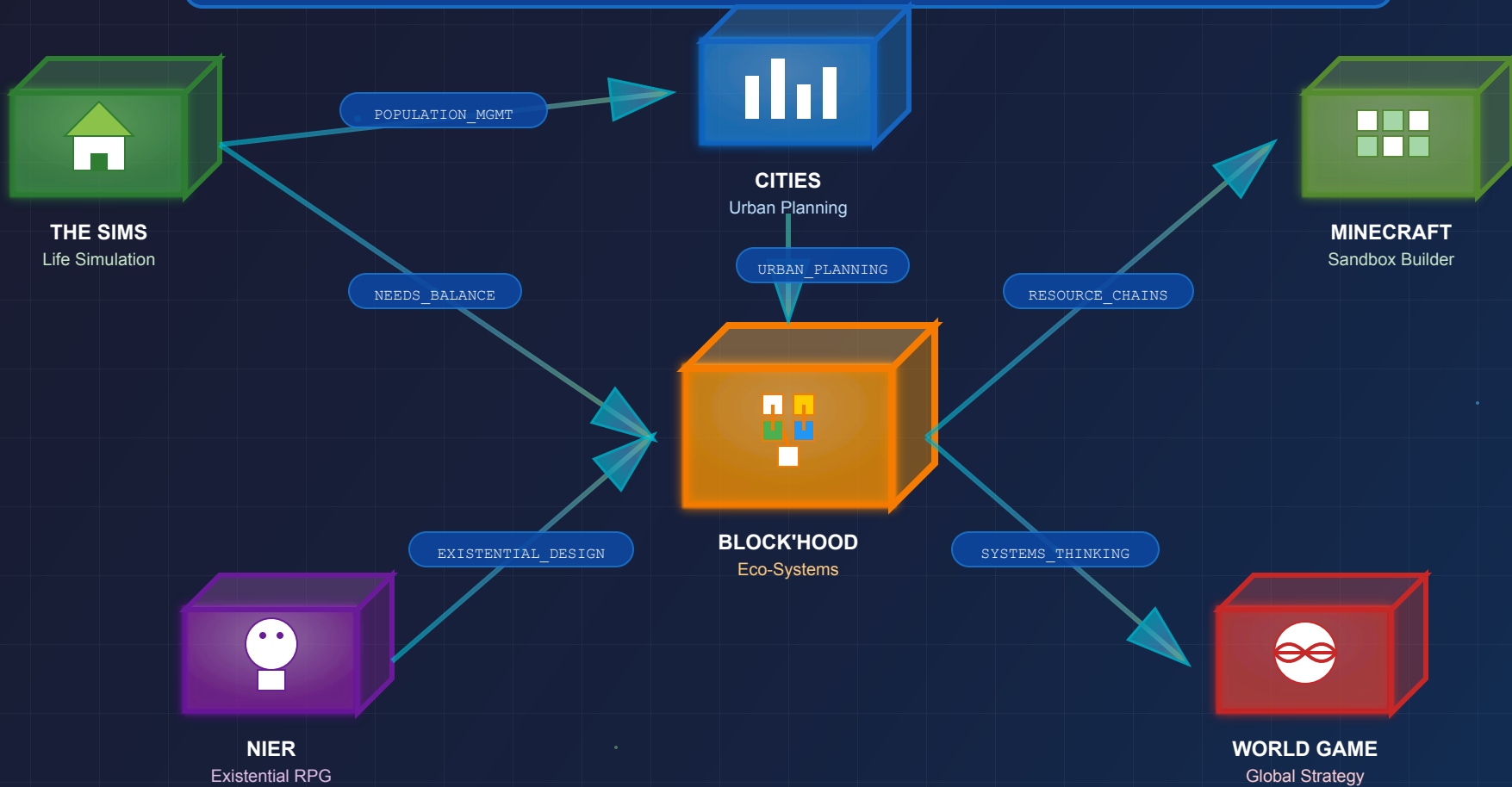


GAME ECOSYSTEM NETWORK ANALYSIS

Interactive Systems Mapping



NETWORK FLOW ANALYSIS

- LIFE_SIM → Individual agency social dynamics
- CITY_BUILD → Infrastructure systems design
- ECO_SYS → Sustainability interconnection
- SANDBOX → Creative problem-solving
- NARRATIVE → Philosophical exploration
- STRATEGY → Global decision-making

CONVERGENCE POINT: Block'hood represents the synthesis of micro-management, resource flow, and ecological thinking