Difference between a game and a toy has to do with goals, you can win the game by accomplishing the goals. But there is no certain goals when playing toys, you just need to have fun.

Minecraft Creative: have access to everything you want, all resources, and no threatens, it is just like playing LEGO.

Minecraft Survival: the player needs to acquire everything you need, start with nothing at the beginning. Monsters show up during the night, the player need to protect himself and his creation.

Active goal: you must do something to win the game

Passive goal: do not lose the game. Do not beat by external forces such as monsters during the night

Reason:

Your game needs to have a point, it needs to give direction to your player.

It allows for info structure.

Need you to map out what is going on

It leads the conflict in the game

It keeps momentum in the game

It creates a bound between players