How does strategy hide complexity?

There are different kinds of complexity in a game. Comprehensive complexity: players’ capability of understanding how thing work in the game. Board complexity: how components work together and how they work individually. Strategy complexity: to understand larger values of what things mean. Example: thinking what could happen if the player did not drag enemies’ body into bush in an Assassin’s Creed game. Beginners normally cannot see strategic complexity, but the more sophisticated players do, this is the reason why sometimes strategy hides complexity.

How does strategy make the game play differently for you?  For your opponent?

As a player spending more and more time on a game, the player will understand how things work, so he would gain more and more strategies, this would make the player more likely to win instead of losing at the time he just started to play the game, the player will also gain confidence as he is getting better and better. The player will make his opponents’ game become difficult and the opponent will also learn strategies from the player.

What is the mastery loop and how does it involve strategy?

Mastery loop is ties of strategies. It allows strategies to make a game more fun.

What is good from a game designer’s perspective about a player losing?

Loosing for players is not bad. The game designer needs to make loosing be fun, so that the players can learn something and get better in future.