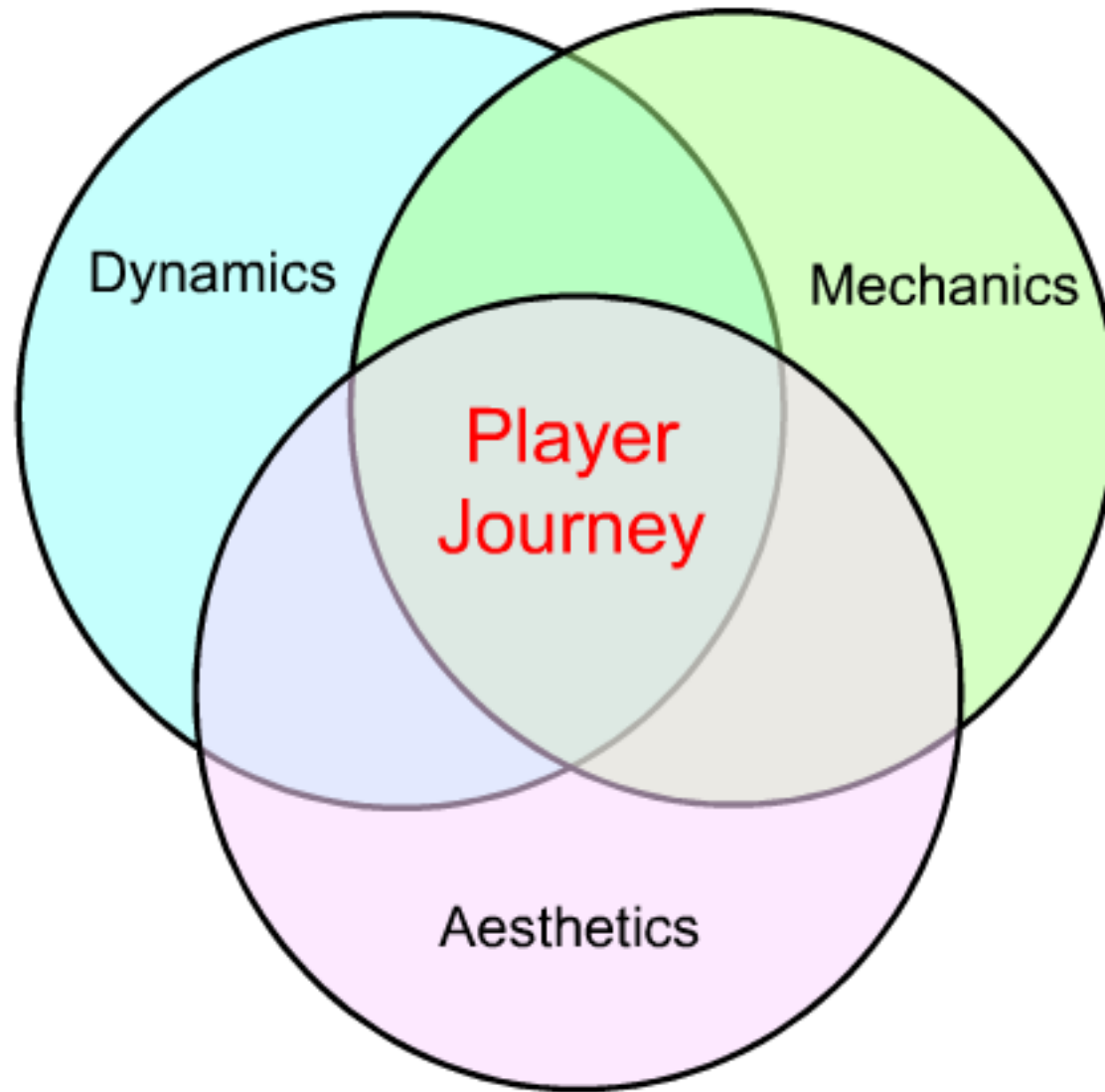


# Mechanics, Dynamics, Aesthetics



Use game techniques to **guide and motivate the players journey**