Rules and constraints

Additive and subtractive design

Why Add mechanics?

Note, this can be very costly

Ideally, you know about all the mechanics before they enter production, but this doesn't always happen

Publisher demand (they give you the moneyz)

Changes in the marketplace

The game sucks

You're making a sequel

The brainstorm

Why remove mechanics?

This can be VERY costly as well

Publishing

Marketing conditions

Fixing bad gameplay

Ratings

Delivering on or in better tim

Checking features against the core checklist

Lab - Challenge - Mix a mechanic from an existing board game with another game

Game intensity

http://www.gamasutra.com/view/feature/132242/gameplay\_fundamentals\_revisited\_.php?print=1

The Learning Curve

http://thegamedesignforum.com/features/lessons\_from\_the\_new\_arcade.html

Fulfillment and Rewards

Wish fullfilment - http://www.gamasutra.com/view/feature/134246/reward\_systems\_an\_excerpt\_from\_.php?print=1

http://www.gamasutra.com/view/feature/3085/behavioral\_game\_design.php

The “Farmville” effect

http://www.gamasutra.com/blogs/MarkNewheiser/20091204/3733/Farmville\_Social\_Gaming\_and\_Addiction.php