

MECÂNICAS E LEVEL DESIGN

101

SOCIAL

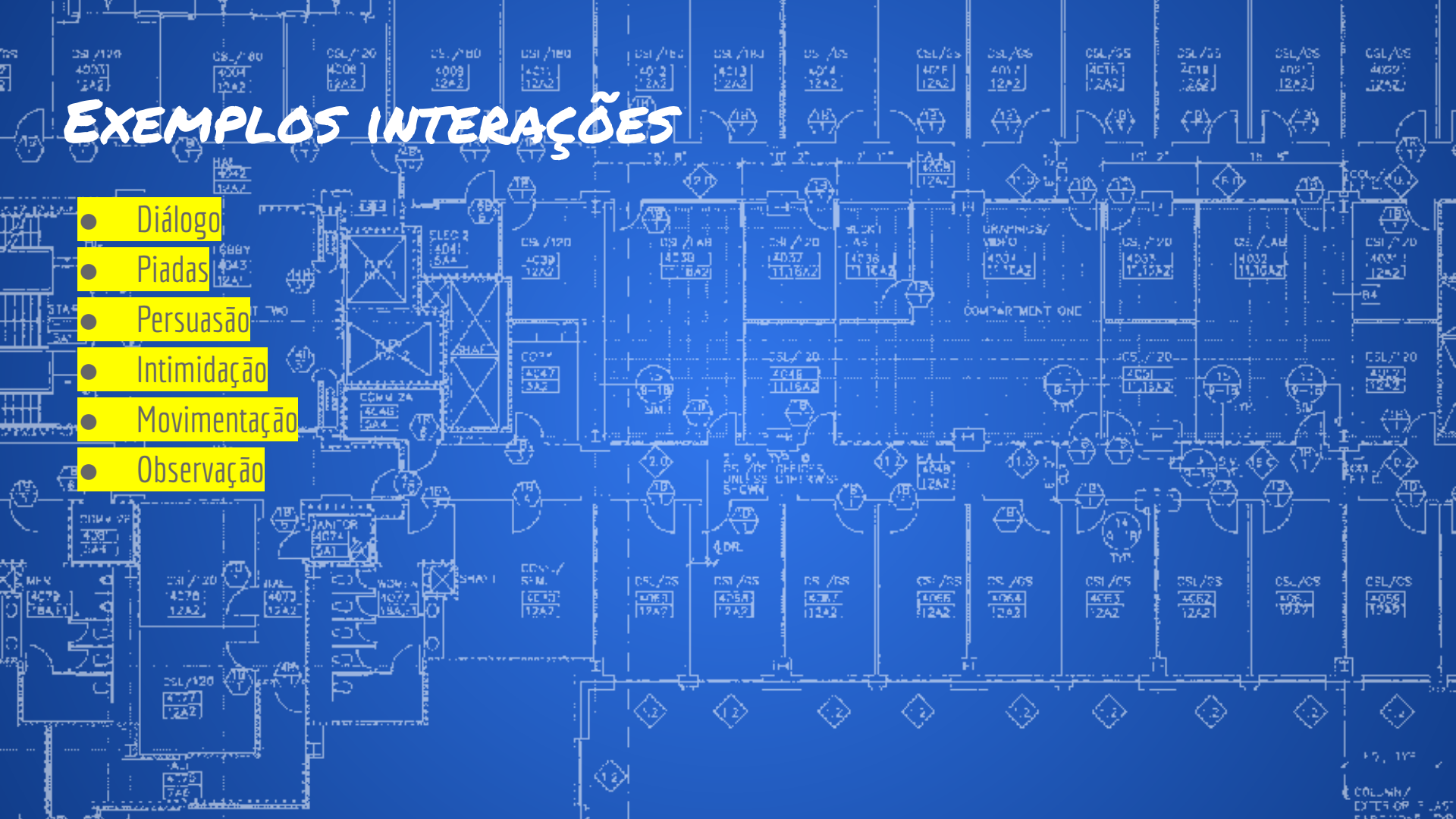


INTERAÇÕES SOCIAIS SÃO A
BASE DE TODAS AS MECÂNICAS

The background is a detailed architectural floor plan of a building. It features a grid system with letters A through S across the top and numbers 1 through 18 down the right side. The plan includes numerous rooms, each labeled with a code (e.g., CSL/OS, US/AS, CS/OS) and a number (e.g., 4011, 4012, 4013). There are also labels for 'DR.' (Dormitory), 'CL.' (Closet), 'STAIR', and 'ELEVATOR'. The plan shows walls, doors, and furniture like beds and desks. The text 'COMPARTMENT ONE' is visible in the center. The overall style is technical and precise, typical of a blueprint.

EXEMPLOS INTERAÇÕES

- Diálogo
- Piadas
- Persuasão
- Intimidação
- Movimentação
- Observação

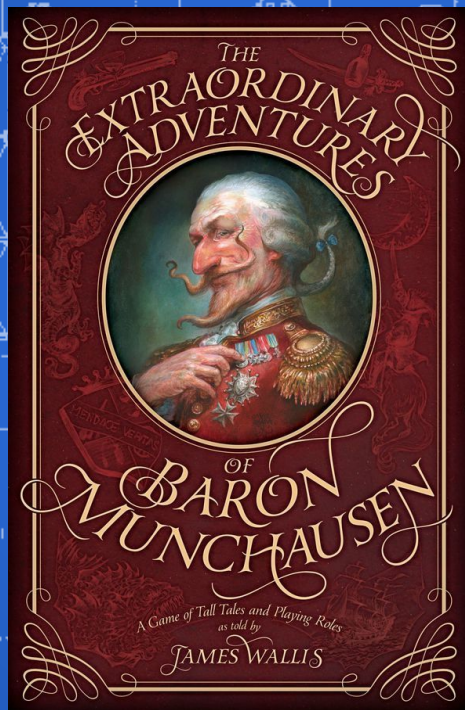




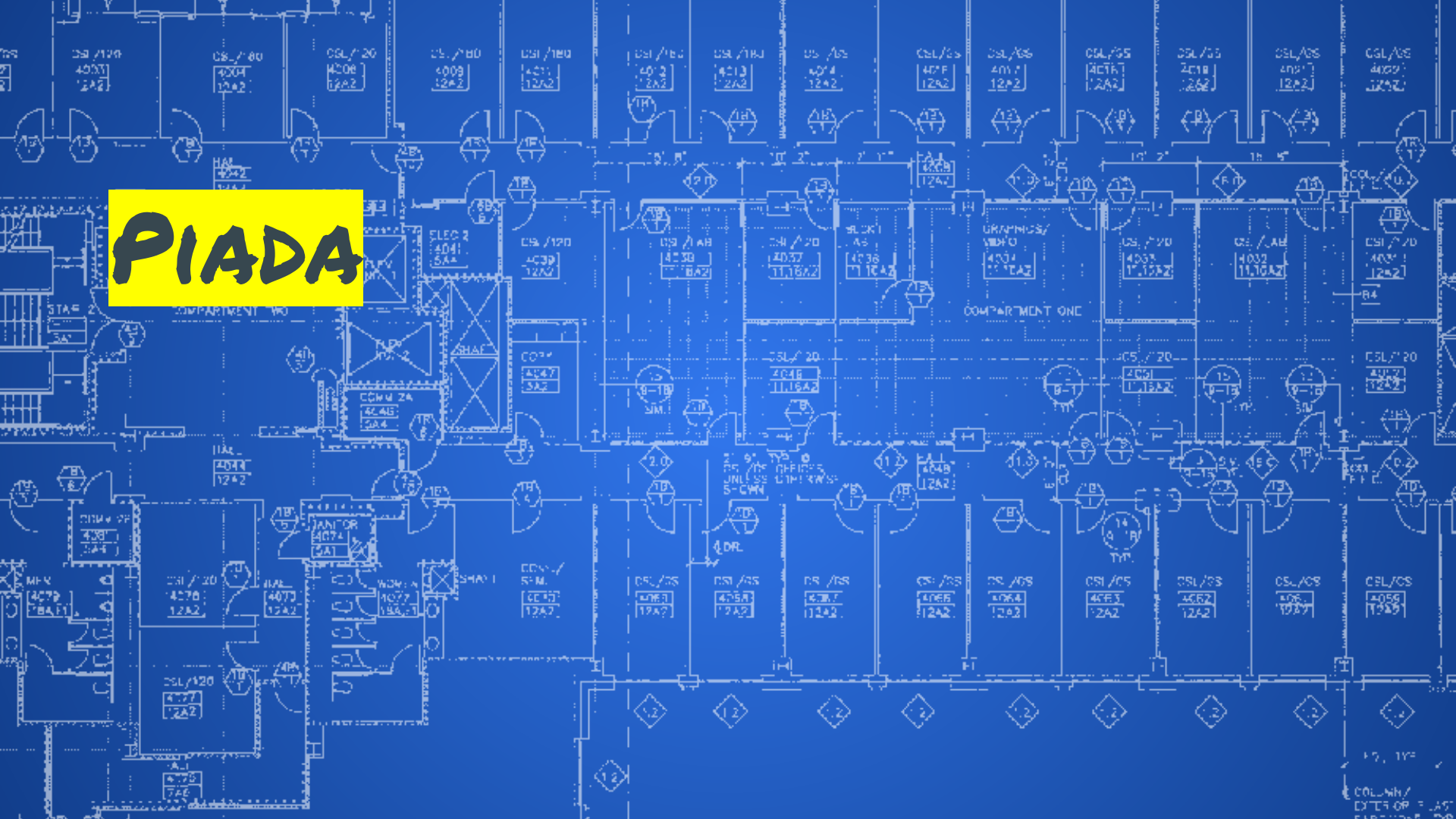
O QUE MECÂNICAS SOCIAIS PRECISAM TER

1. Mais de um jogador
 2. Canais de interação entre jogadores delimitados (fala? sinais? desenhos?)
 3. Objetivo depende de interação com outro jogadores para ser atingido
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DIÁLOGO



PIADA



PERSUASÃO

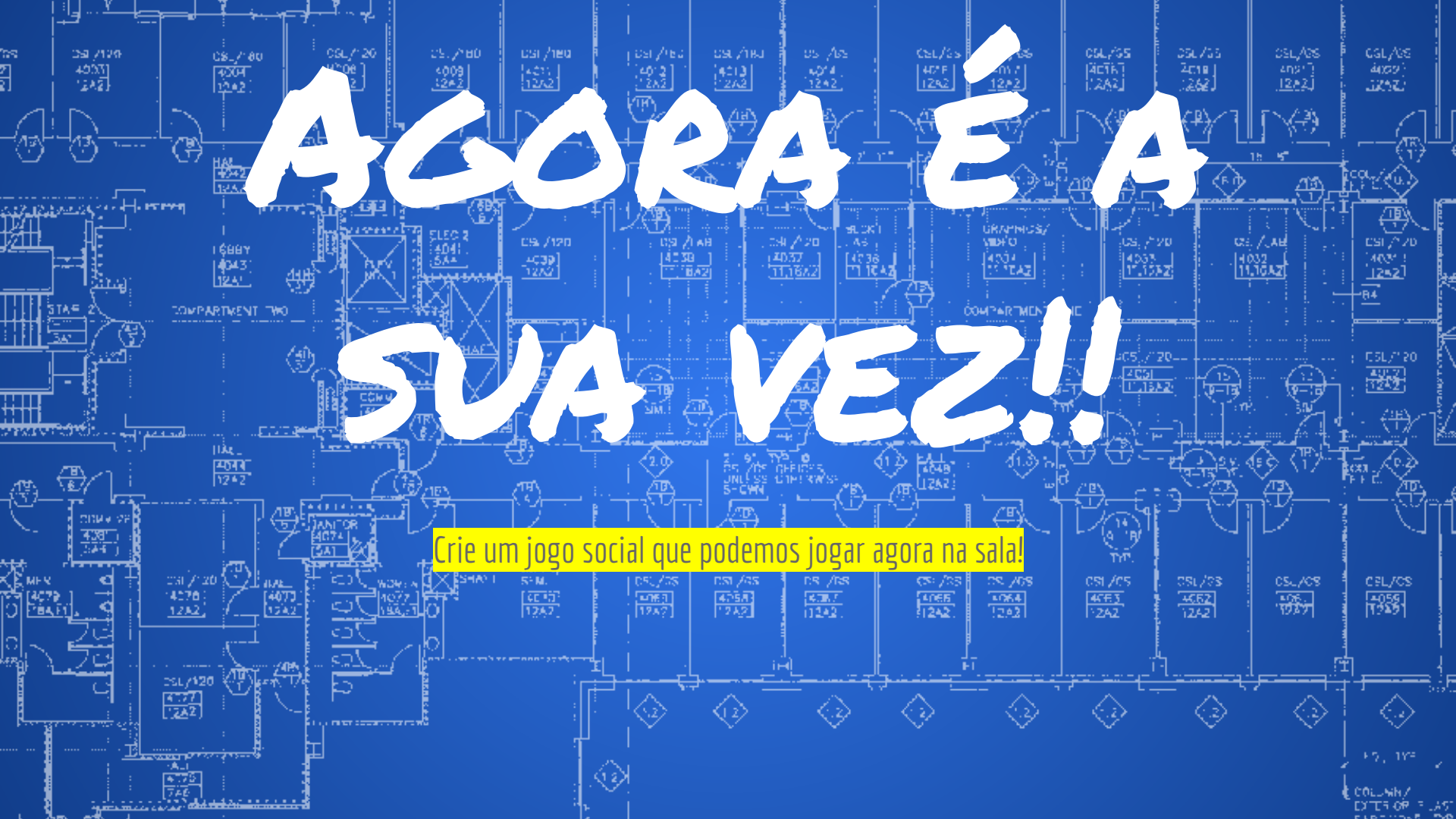


MOVIMENTAÇÃO



OBSERVAÇÃO



The background is a detailed architectural floor plan of a building. It features various rooms labeled with names like 'LOBBY', 'COMPUTER', 'GRAPHICS', 'JANITOR', and 'STAIR'. There are also numerous technical specifications and room numbers scattered throughout the plan, such as 'CSL/120', '4033', '12A2', and '11.10A2'. The plan includes symbols for doors, windows, and furniture, as well as dimension lines and notes.

AGORA É A SUA VEZ!!

Crie um jogo social que podemos jogar agora na sala!