

# DESIGN RULES

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# The Player Journey

- Onboarding
- Scaffolding
- Pathways to mastery

**Plants vs. Zombies**

<http://www.popcap.com/games/plants-vs-zombies/online>

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- **Guides**
  - **Highlighting**
  - **Feedback**
  - **Limited options**
  - **Limited monsters**
  - **Impossible to fail**

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# Balance

# Create an Experience

