CS 3152 Lecture 7

* Balance
* Player v environment-
  + Appropriately challenging- neither too hard nor too easy
  + Balanced resources- no action is too costly to be reasonable
* Appropriately challenging-
  + Levels should ramp up in difficulty
  + Early->tutorial, later->progressively harder
  + Harder modes should be hard not boring
* Balanced resources
  + Sources- how a resource can increase
    - Ammunition packs, health packs
    - Spawn points
  + Drains- how to decrease a resource
    - Shooting, player damage
  + Pricing resources
    - Underpricing-cheap over powerful actions
      * Players favor these actions
      * Limits play variety
    - Overpricing- overly expensive weak moves
      * Usage penalized
      * Waste of designers time
  + Resource usage determines difficulty
  + Engines-actions combine to make resources free
    - Spend one resource to get another
    - Use new resource to get one back
  + Deadlocks- cyclical interactions between sinks and sources
    - Prevents further actions
    - Need to treat deadlocks as loss conditions and be able to detect deadlock
* No dominant strategy
  + Ex-Rock-paper-scissors
  + Play is highly variable
    - Monotonous play is punished
    - Make nothing the best
  + Play is psychological