

Design D0: Highest Level Design.

The user will start the game. The user will experience gameplay with AI elements. This gameplay results in an entertaining experience for the user.



Design D1: Elaboration of D0.

The user will start the game. After the game has started the user will play the game. After the game has seen decisions made by the user, it will modify it's gameplay to better suit the individual user's experience. This modularly infinite gameplay results in an entertaining experience for the user.



Design D2: Elaboration of D1.

The user will start the game. After the game has started the user will play the game. The game will be constantly keeping track of decisions made by the player and its outcomes. When the game goes to make a decision on what to do with the player, it will rely on the outcomes of it's past decisions as well the past decisions of the player. This cycle repeats over the course of the user playing the game, and will eventually modify it's gameplay to better suit the individual user's experience. This modularly infinite gameplay results in an entertaining experience for the user.

