

2/1/17(Cashh me Ouhside)

Game

a game must include a *play activity*, *pretended reality*, *nontrivial goal*, and *rules*.

Essential Elements of a Game

Play

requires participation

making different choices while playing the game a second time should affect the results

Pretending

Pretending creates an artificial reality known as the magic circle.

Artificial importance is assigned to events within the magic circle.

To leave the magic circle, stop playing the game.

The Magic Circle

players can pretend things in the magic circle are impossible in the real world

e.g. let's pretend that I'm moving at the speed of light

in single-player games, player established the magic circle simply by choosing to play

Goal

Every game must have a nontrivial goal or object

The rules define the goal

The game designer sets the rules, thus defining the objective of the game

The player must overcome one or more challenges to achieve the goal

The goal is often victory condition

Rules

Are definitions and instructions that players expect for the game

Define the actions the players may select that will help them achieve the objective

Game designers must make the rules understandable to the player

Semiotics - the meanings and relationships of various symbols that the game employ

The Gameplay

Definition of Gameplay

The sequence of the play

Goals of the game

Termination condition

Meta-rules(rules about the rules)

Things that are NOT mandatory for a game

Competition

Conflict

Entertainment

Fun

These are qualities of some games, but not all games

Gameplay

Player must overcome a nontrivial game

The rules determine what actions are available to the players

Harmony is the feeling that all game elements are apart of the coherent world

Storytelling

Most games incorporate some kind of story

Gameplay therefore consist of:

- The challenges that a player must face to arrive at the object of the game, and
- The action that the player is permitted to take to address those challenges plus other possible challenges that are enjoyable

Fairness

Symmetry and Asymmetry

- In a symmetric game, all players use the same rules to accomplish the same goal
- In asymmetry games different players follow different rules to reach different goals

Competition and Cooperation

Hiding the Rules

- Video games do not require written rules
- Game enforces rules

Setting the Pace

- Software determines the speed of events in the games

Presenting a Game World

- picture
- animation
- movies

Artificial Intelligence

- today, AI is used for:
 - strategy
 - pathfinding
 - simulating the behavior of people

Aesthetics

- All games elements should be high in quality and present a harmonious look and feel
- The look includes the quality and appearance of the graphics, movie clips, animation, buttons, and fonts

Socializing

- Multiplayer local
- Networked play
- LAN parties
- Group play

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