

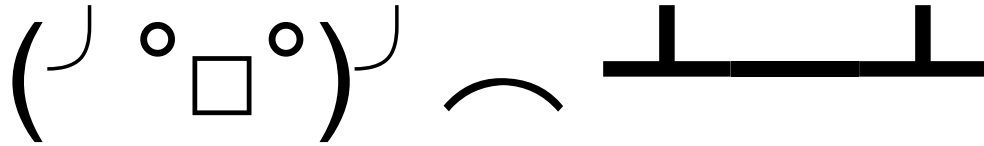
# **Week 1: Games Literacy**

Ramsey & Kaho  
Eyebeam  
Feb 3rd & Feb 4th

# General

## Game

Any interaction with one or more people in which everyone agrees they are playing a game



# General

## Game

*Football*

*Flappy Bird*

*Jump Rope*

*Call of Duty*

*Proteus*



# General

## Rules

List of allowable behavior while playing a game.

Sequence of actions through which game is played.



# General

## Rules

*In soccer, you cannot touch the ball with your hands.*

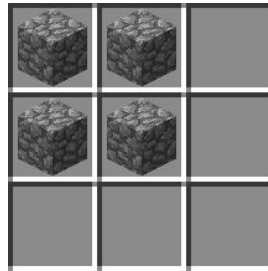
*In Super Crate Box, you get a point for each crate you get.*

*In Chess, Bishops move diagonally.*

# General

## Mechanics

Basic actions taken in game



# General

## Stuff

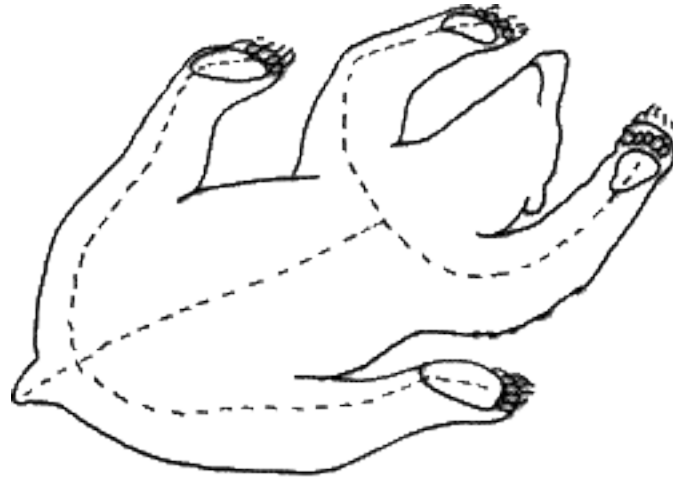
The contents and details of the mechanics of your game



# General

## Skin

The outward appearance of the game. Generally does not directly affect game play.





# General

## Skin

*Call of Duty has a military skin*

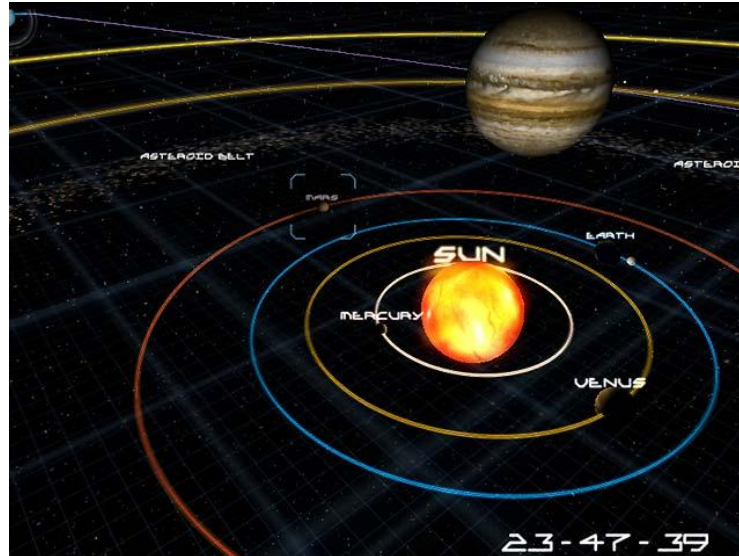
*Plants vs. Zombies has a cartoonish zombie skin*

*Canabalt has a grayscale 8-bit skin*

# General

## Systems

The relationships between different parts of game



# General

## Systems

*In Canabalt, the longer you run the faster the game goes*

*In Super Crate Box, every crate you collect gives you a new weapon*

# General

## Balance and Tension

Intentionally placing mechanics in opposition to create interesting choices

# General

## Emergent Behavior

Unpredictable player behavior that comes out of the system you design

# Agency

## Meaningful Choice

Choices players can make in a game that affect their gameplay



# Agency

## Luck

Random events that affect gameplay



# Agency

## Strategy

Overall collection of actions a player chooses to take

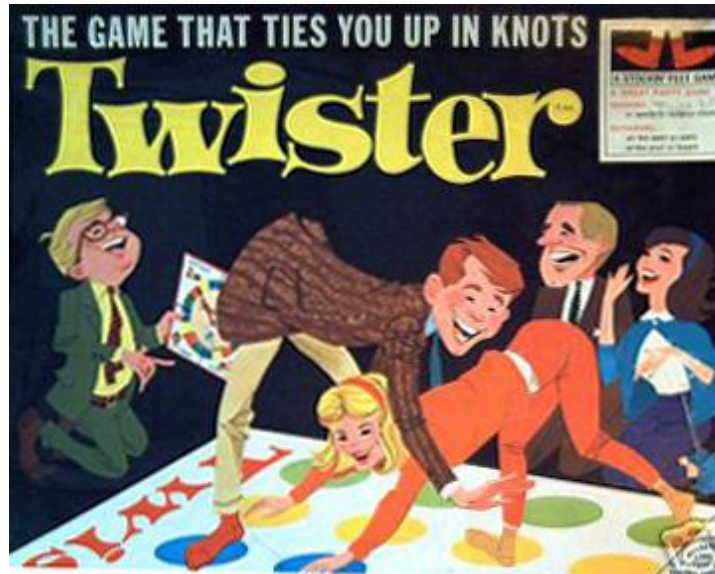




# Space

## Magic Circle

The alternate social space players enter while playing a game



# Space

## Spectators

People not playing the game but engaged in watching it



# Space

## Community

People engaged in discussing the game when its not being played

[Nuclear Throne Wiki](#)

[Stampy Longhead](#)

# Progression

## Narrative Arc

The pace at which the story of the game is revealed



# Progression

## Difficulty Ramp

The rate at which the game gets more difficult