Why

Most games are iterative.[1]

Example: tic-tac-toe

Consider the game "tic-tac-toe" in which there are two players. Denote the players by X and O. The game starts with an empty 3×3 array, which the players proceed to "fill."

Player O starts and selects a cell in which to "mark her move." From then on, that cell is "occupied," Second, it is player X's turn to pick a cell, any one that is not already occupied. The play proceeds until either all cells are occupied or one of the player has three cells in a row, horizontally, vertically, or diagonally.

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[1]Future editions will expand.

Dynamic Games

Games

Arrays

Lists   Decisions

Direct Products   Set Numbers

Finite Sets

Equivalent Sets

Family Unions and Intersections   Function Inverses

Families   Function Images   Function Composites   Orders

Functions   Natural Order   Equivalence Relations

Peano Axioms   Relations

Uncertain Outcomes   Natural Induction   Set Products

Generalized Set Dualities   Natural Numbers   Set Powers

Set Unions and Intersections   Set Dualities   Successor Sets   Intersection of Empty Set   Unordered Triples   Partitions

Set Complements   Pair Unions   Set Intersections   Ordered Pairs

Pair Intersections   Set Differences   Set Unions

Empty Set   Unordered Pairs

Set Specification

Set Inclusion

Standardized Accounts

Accounts

Deductions

Quantified Statements

Logical Statements

Statements

Identities   Sets

Names

Letters   Objects