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.

---

[1]Future editions will expand.

Dynamic Games

Games

Arrays

Decisions

Lists

Set Numbers

Direct Products

Finite Sets

Orders

Equivalent Sets

Natural Order

Function Inverses

Family Unions and Intersections

Function Composites

Function Images

Families

Peano Axioms

Functions

Equivalence Relations

Relations

Natural Induction

Uncertain Outcomes

Set Products

Set Powers

Natural Numbers

Generalized Set Dualities

Partitions

Unordered Triples

Intersection of Empty Set

Successor Sets

Set Dualities

Set Unions and Intersections

Ordered Pairs

Set Intersections

Pair Unions

Set Complements

Set Unions

Set Differences

Pair Intersections

Unordered Pairs

Empty Set

Set Specification

Set Equality

Set Inclusion

Standardized Accounts

Accounts

Deductions

Quantified Statements

Logical Statements

Statements

Identities

Sets

Names

Letters

Objects