**Introduction to Game Design Theory and Philosophies**

Game design theory and philosophies provide a basis that gives us a deeper understanding why some games are successful and some games are not. These theories and philosophies, not the philosophies of Aristotle, Plato and the likes, but philosophies in the sense that it engages the mind to understanding how players interact with games, their motivation and creating immersive experiences.

Studying these concepts, theories and philosophies will gain valuable insights that can help game developers in their design decisions leading to more enjoyable and compelling games.

**What Exactly is Game Design?**

Game design theory is literally just a book of conspiracies gotten from developers to capture the minds of players and make them engrossed in the game. These theories help the developers know how to do this.

Note, Game design isn’t a rigid set of rules like your country’s constitution if you happen to find yourself in a rigid constitution structure. But game design is actually a toolkit of ideas to consider during the game development process. These ideas are often derived from other disciplines like psychology and science and so on.

See game design as colors, they can be as simple as red, green and blue but they can be used to form over 1.6 million colors. It depends totally on how you implement your ideas to the game development process.

**WHY DO I NEED TO KNOW GAME DESIGN?**

Game design isn’t just about making storylines for the insanely massive RPG already planned in your head that you are 100% sure would top the Grand Theft Auto VI but game design is more about understanding player motivation, creating engaging mechanics, balance difficulty, and crafting meaningful experiences

A good example of game design at work is the challenge and skill difficulty that dark souls and elden ring brings about. Though, the game having it’s own lore and backstory but they are known for their insane difficulty. Man, I remember playing Sekiro, that game made me think it was so easy you could literally die like twice throughout the whole game. If only I knew. This game design often times makes people drop such games only to pick them back looking for a challenge.

Though some might not be fans of this unforgiving style of design, The Witcher3 uses a system of progression and rewards to keep players engaged. Players earn experience points, level up their characters, and acquire new abilities and equipment and this provides a sense of continuous improvement.

In conclusion, ‘understanding Game Design is first understanding Games itself. This can be tricky because games are multidimensional but to really understand this then you must see games from all points of view’ – Will Wright. Being a good game developer isn’t about mastering tons of code snippets and making high quality graphics which overshadow the main story of the game, although it is needed it shouldn’t be your priority. A good developer understands why games are so fun and can create fun games like that too.