GAME DESIGN PRINCIPLES

earning Intention: We will understand what makes a good game

Success Criteria:

• Evaluate existing games in terms of their mechanics, aesthetics and usability.

WHAT MAKES A GOOD GAME?

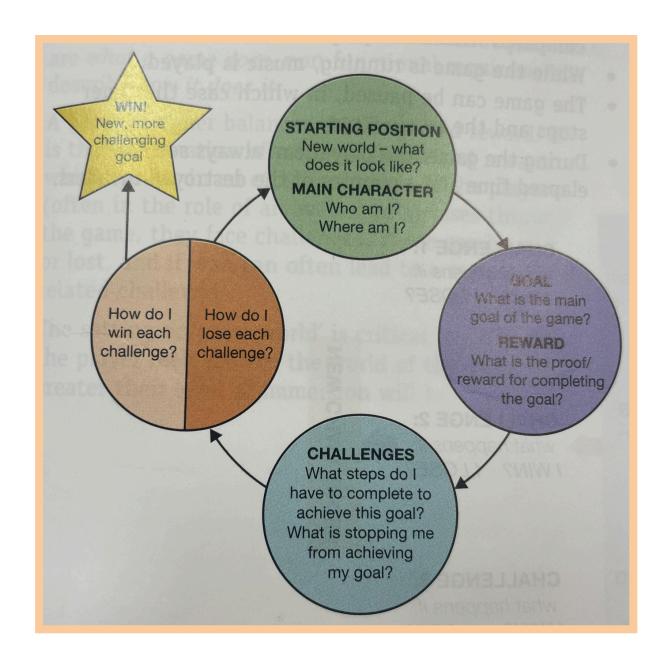
Audience	Genre	Game Mechanics	Narrative	Dynamics
AUDIENCE	GENRE '	GAME MECHANICS	NARRATIVE	

WHAT MAKES A COMPUTER GAME?

Core mechanics

Most games can be broken down into the following separate parts:

- Game world
- Characteristics
- Core mechanic
- Goal
- Rewards and challenges



DESIGN PRINCIPLES RELEVANT TO GAME DESIGN

Design principles in games are very important as they assist games in being created, played and impact on the player's experience. Design principles are used in combination depending on the type of game and the designer's goal ensuring for an engaging and enjoyable gaming experience for all.

Game design principle	Description	
Balance	Ensuring that gameplay is fair and that no single strategy or player has a significant advantage over others. It's the unique balance of difficulty and fairness.	
Pacing	Controlling the rhythm and tempo of the game to maintain player engagement and prevent boredom or frustration.	
Player engagement	Keeping players interested and invested in the game by offering challenges, rewards, and a sense of progression.	
Feedback/feedback loops	Providing clear and immediate feedback to players regarding their actions, progress, and the game's state that keep players engaged and motivated.	
Immersion	Creating a game world or experience that draws players in and makes them feel like they are part of the game's universe.	
Narrative and storytelling	Crafting a compelling narrative or story that drives the game's plot and motivates players to continue playing.	
Flow	Achieving a state of flow where players are fully absorbed in the game, losing track of time and distractions.	
Replayability	Designing games that encourage players to return and replay the game multiple times.	
Reward Systems	Designing intuitive and user-friendly interfaces that make it easy for players to interact with the game.	
Challenge	Gradually increasing the difficulty of the game to provide a sense of achievement and mastery.	

Player Choice	Allowing players to make meaningful decisions that impact the game's outcome and story.
Simplicity	Striving for simplicity in game mechanics and rules to make the game easy to learn and understand.
Progression	Offering a sense of progression or advancement through the game, often through leveling up or unlocking new content.

WHAT YOU NEED TO DO:

1. Evaluate existing games in terms of their mechanics, aesthetics and usability.

GAME	AUDIENCE	GENRE	MECHANICS	NARRATIVE	DYNAMICS	AESTHETICS	ACCESSIBILITY	RATING 1-5 🜟
Tetris								
Pac-Man								

2. Evaluate TWO existing games and analyse how at least 3 game design principles are applied to each.

DESIGN PRINCIPLE	GAME 1:	GAME 2: