Game Designing Elements

1. PC vs NPC (who are the playing and non-playing characters)
2. Story of the game
3. Clearly defined Goals
4. Rules of the game
5. Balance (their need to be balancing rules so that the game is not too difficult or not too easy)
6. Adaptivity(The complexity of the game increases as the player plays the game)
7. Chance vs Skills (Decide what elements in the game will be based on chance / luck and which will be based on the skill of the player).
8. Feedback(Anything that tells the player how he is doing in the game is a form of feedback)

Ex – Score,Sounds,lights,messages,etc.