

Game Design

• Framework

— MDA

- Aesthetics
 - Sensation
 - Fantasy
 - Narrative
 - Challenge
 - Fellowship
 - Discovery
 - Expression
 - Submission

• Game Element

- Player
- Objectives
- Procedures
- Rules
- Resources
- Conflict
- Boundaries
- Outcome

• Player

— Type

- Social
- Killer
- Explorer
- Achiever

• Level Design

— Abstract

Tutorial

Flow

Balancing

Environment Design and World Building

AI Design

Puzzle Design

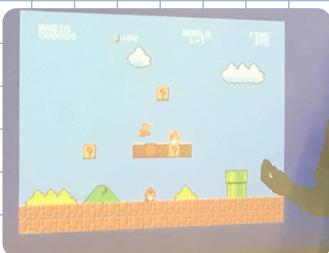
Map Design

Tools/Editor Design

Randomness

— Tutorial

- Teach player's control
 - Introduce mechanics
 - First game play impression
- ✳ Feel challenge; Good tutorial is invisible
- e.g.



The "?" drive you to jump.

Enemy shape is triangle.

The tube force you to jump.

Naturally make play to eat the mushroom.

- Not just Text
 - Use shape, space, lightening, color, sound Naturally.
 - Yellow for warming
 - Green as peaceful
 - Red .. Dangerous
- e.g.

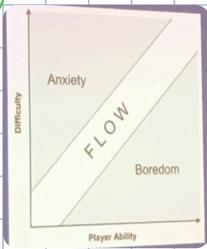


- Pacing

- Description
 - Introduce more mechanics to player from time to time

- Flow

e.g.



- Balancing

- Single Player
 - Challenge fits the player.
- Multiple Player.
 - Balance between Unit / resources.

Sound Design

- Mood
- Interface
- Consistency
- Character
- Gameplay

Psychological

• Loss Aversion

- Player are afraid to lose thing

• Anchors

• Available Heuristic

- Representative Heuristic
- Status Quo Bias
 - Preference
 - Default
- Hook Model Canvas
 - Trigger
 - External
 - Internal
 - Action
 - Variable Reward
 - Incentive