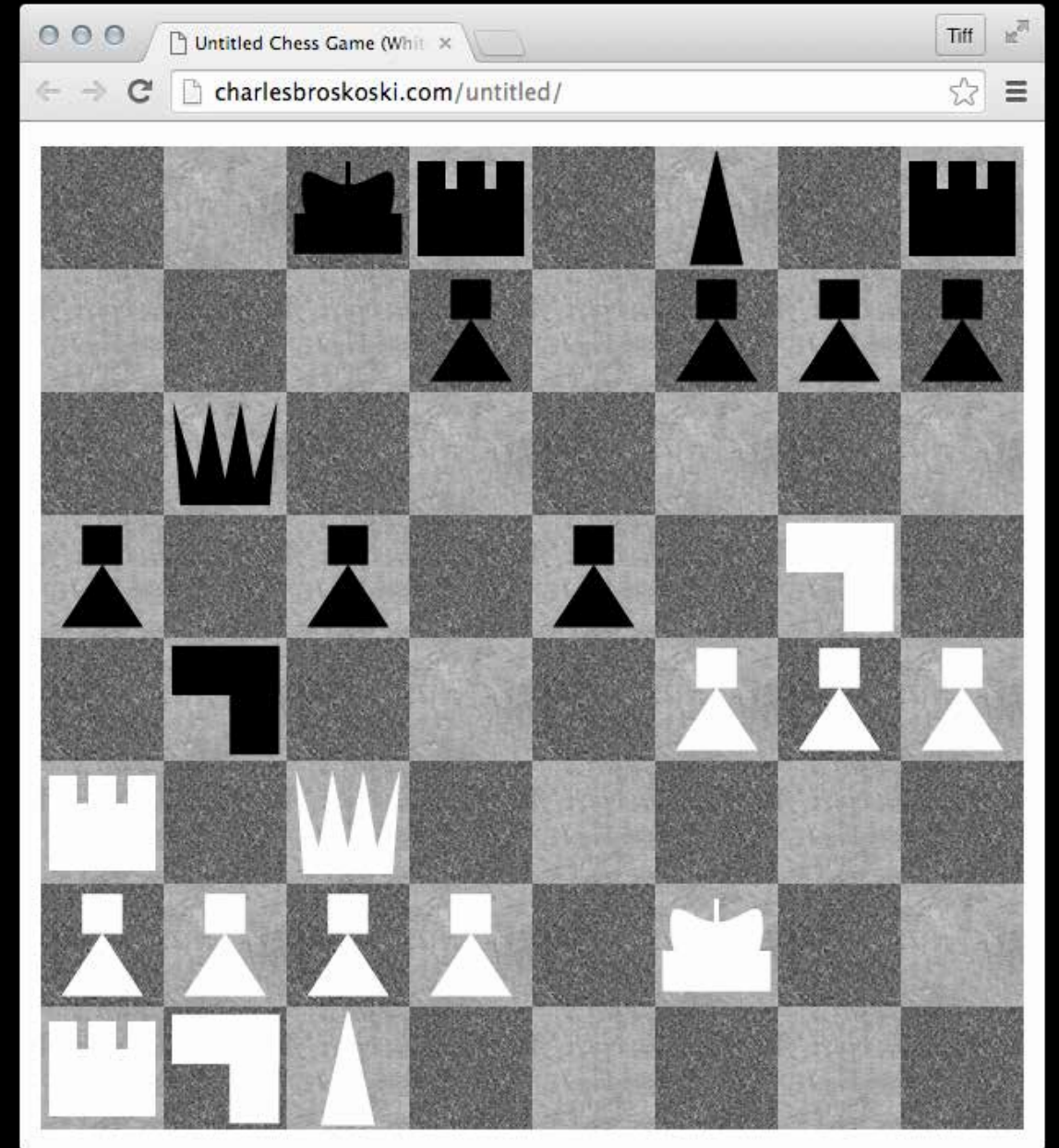
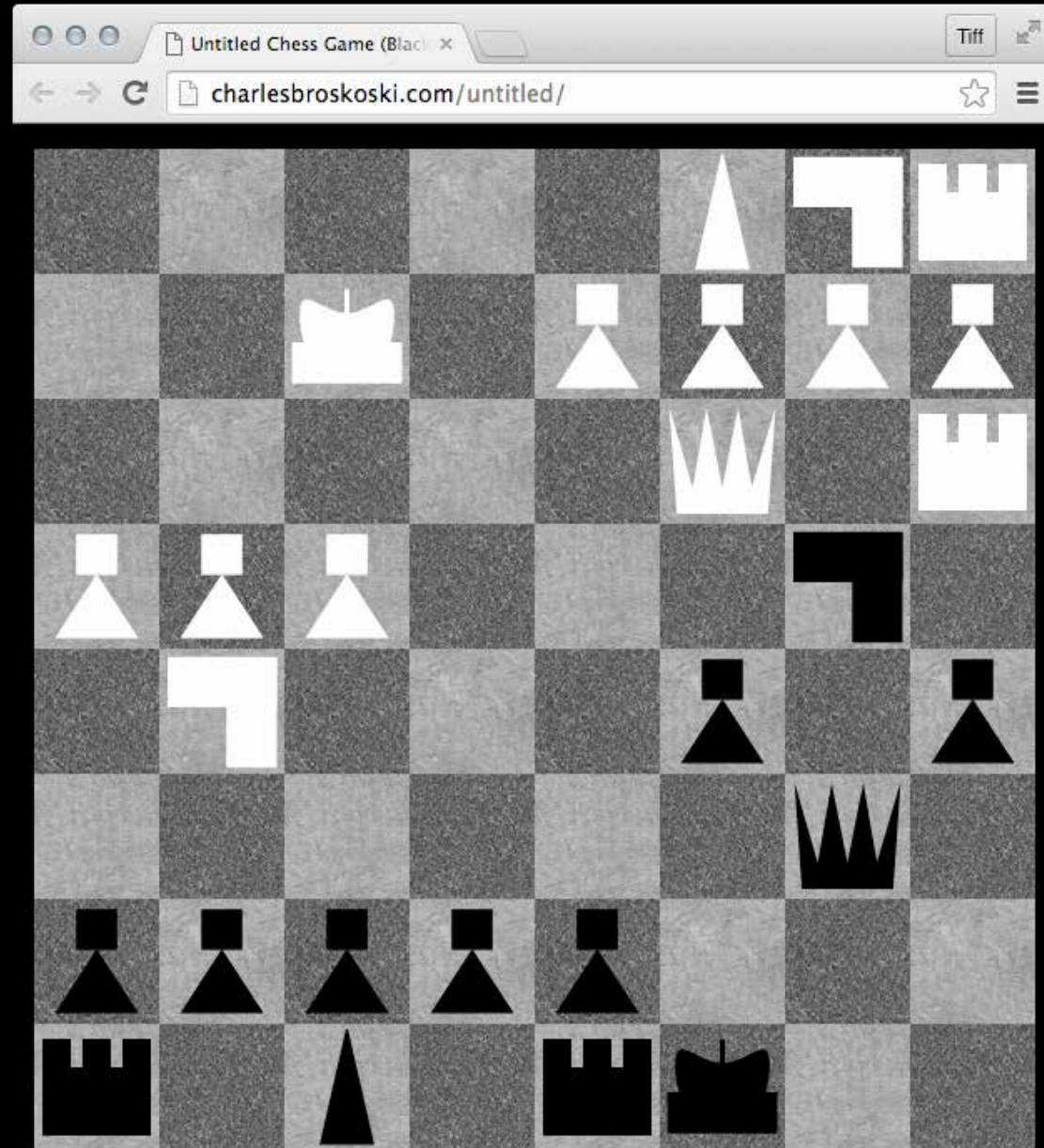
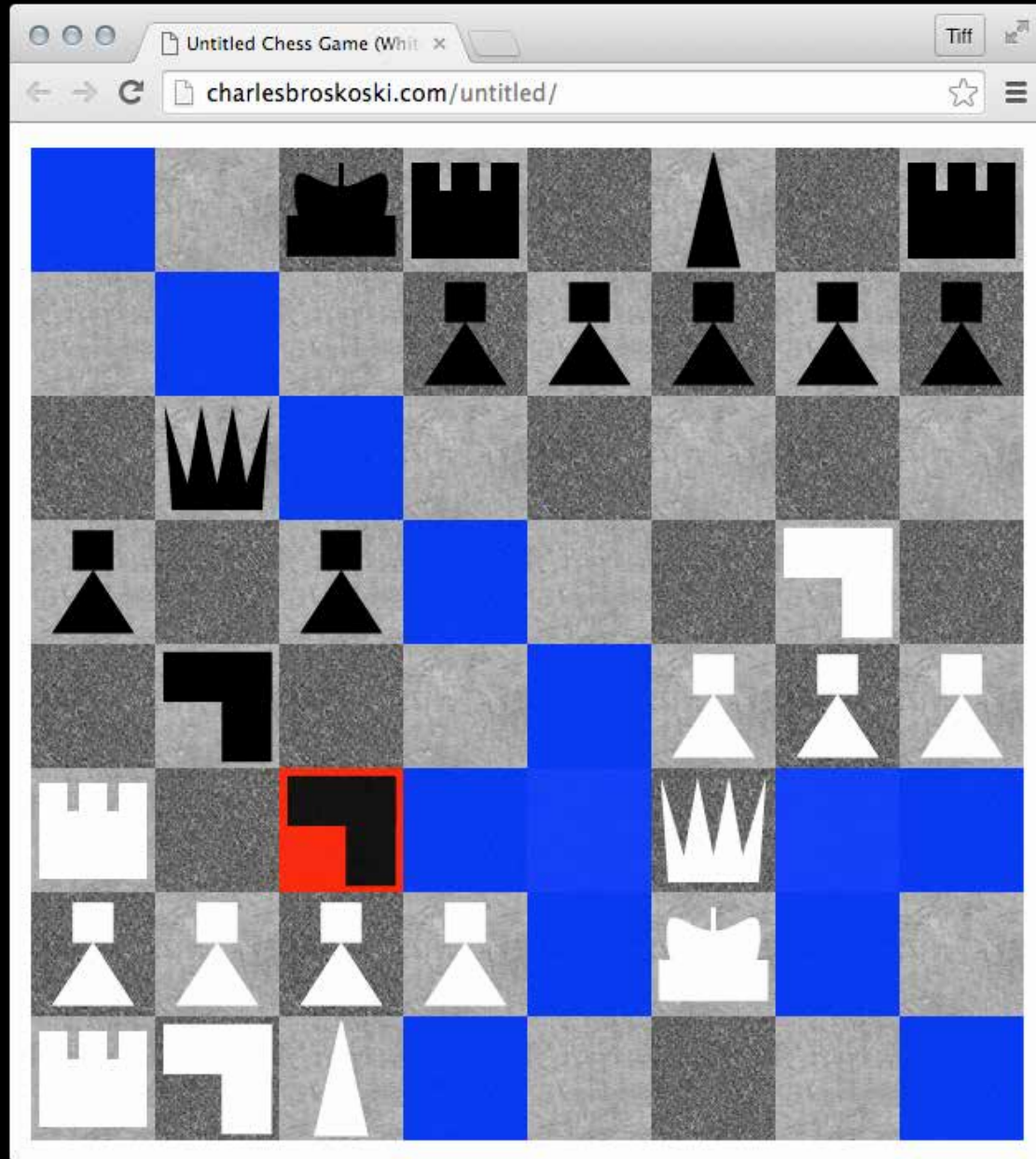
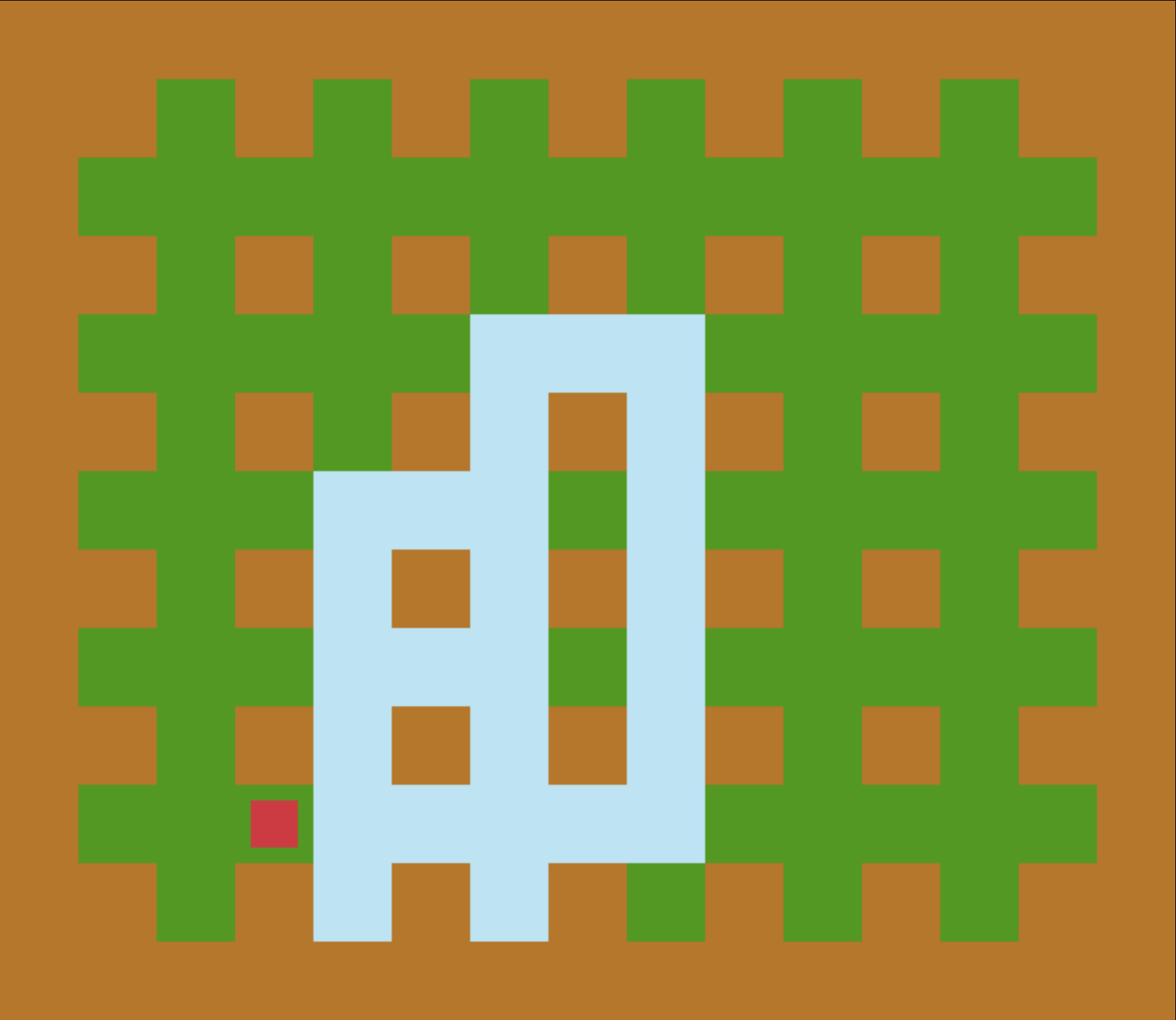
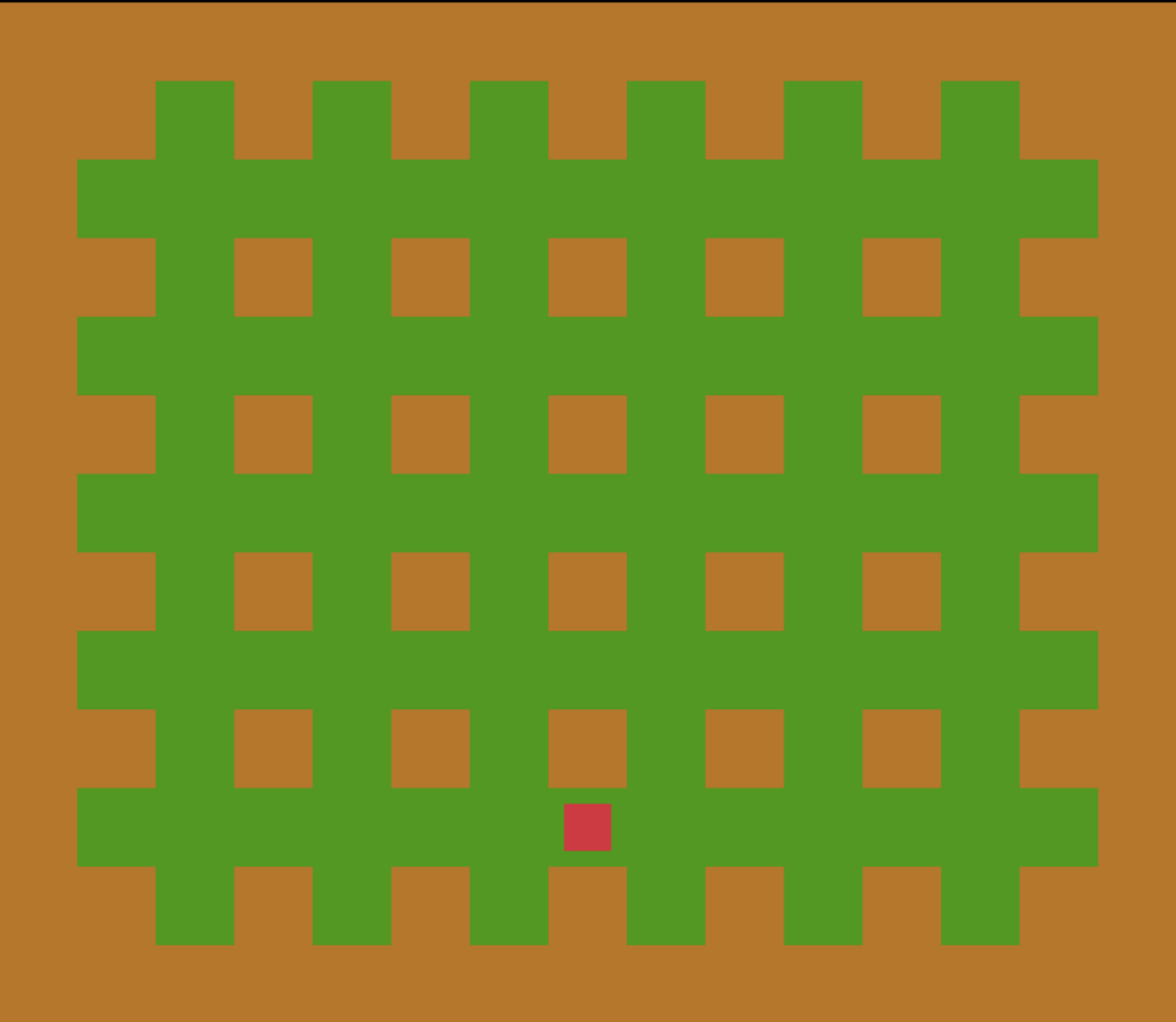
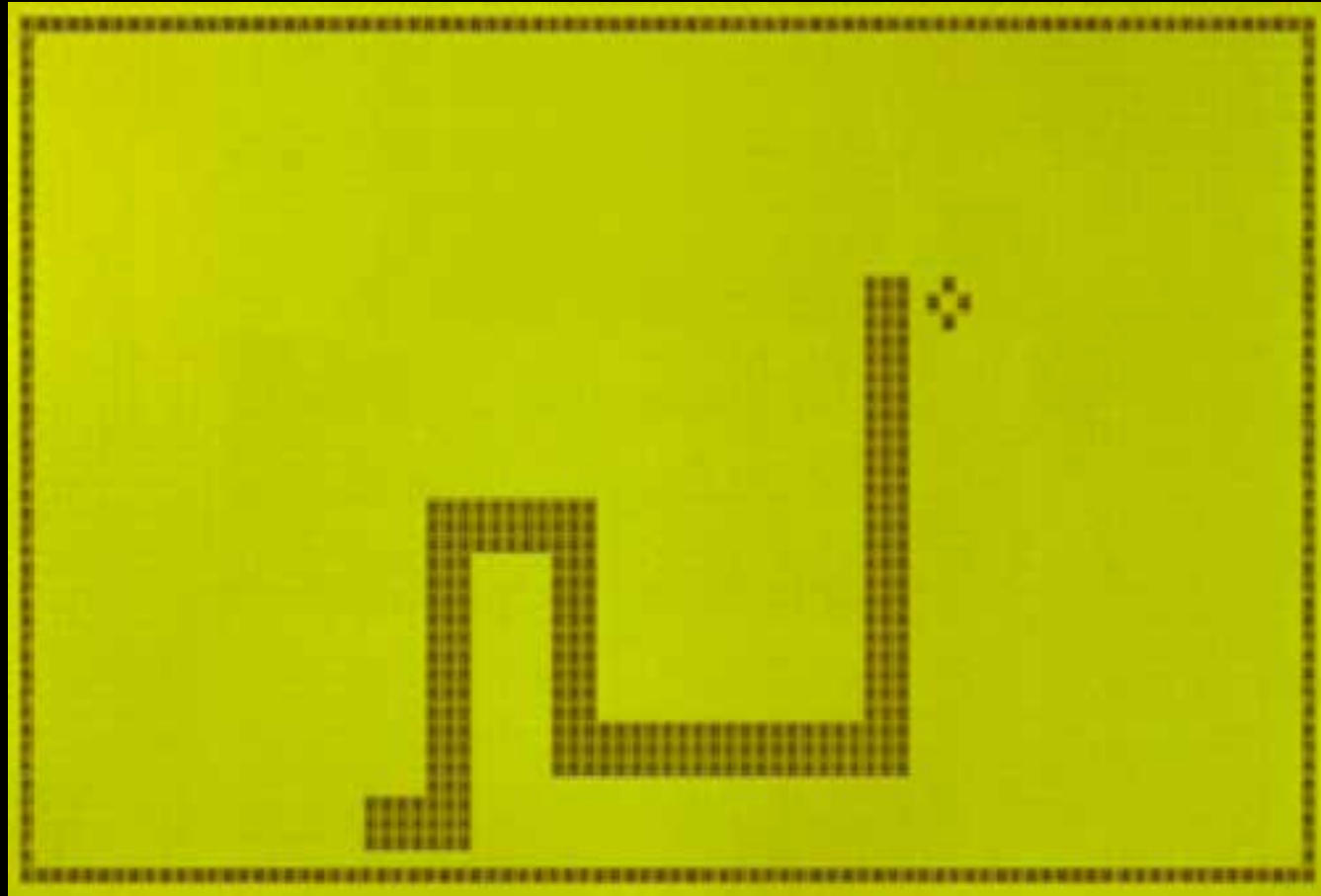
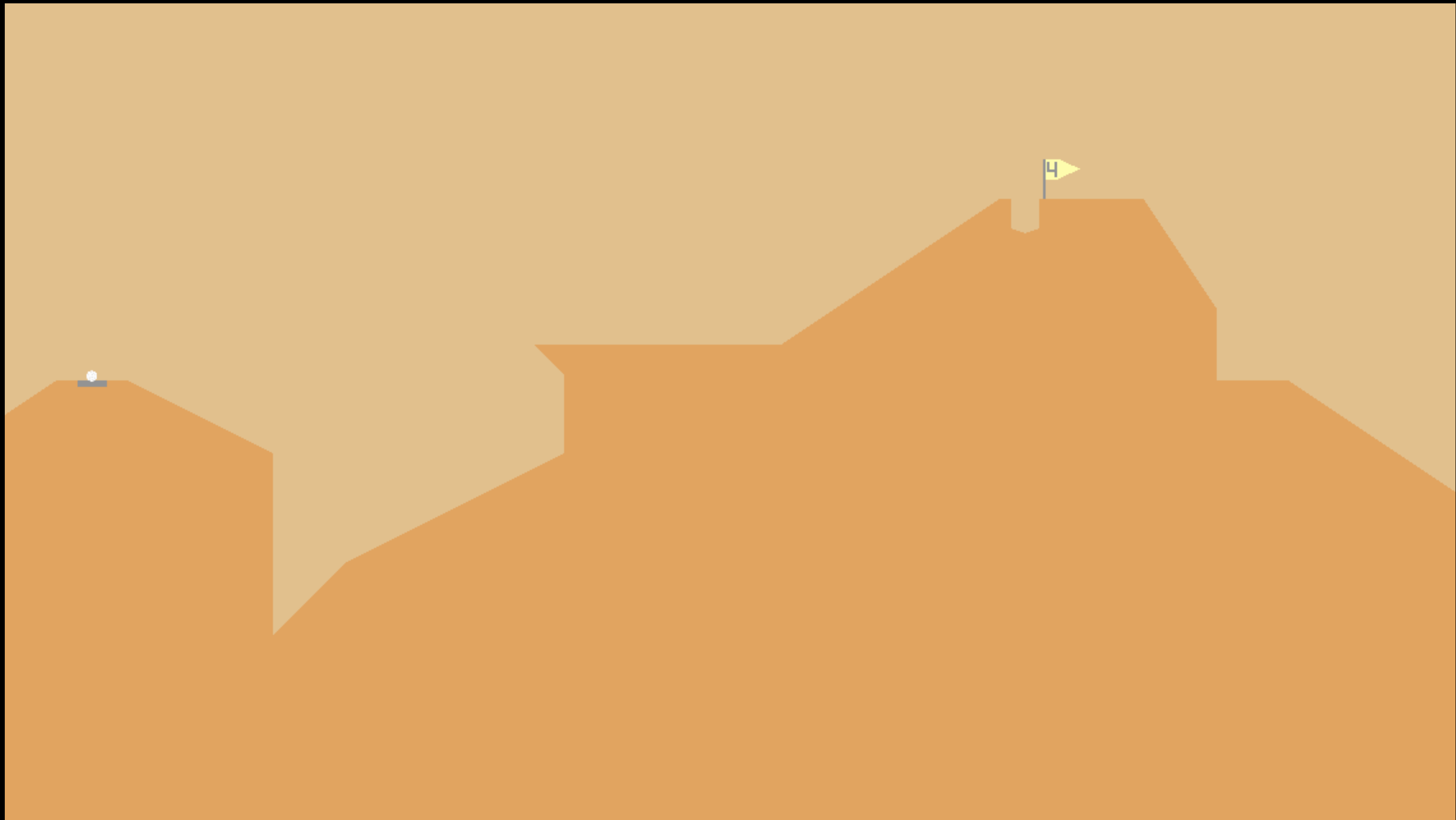


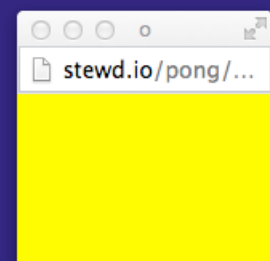
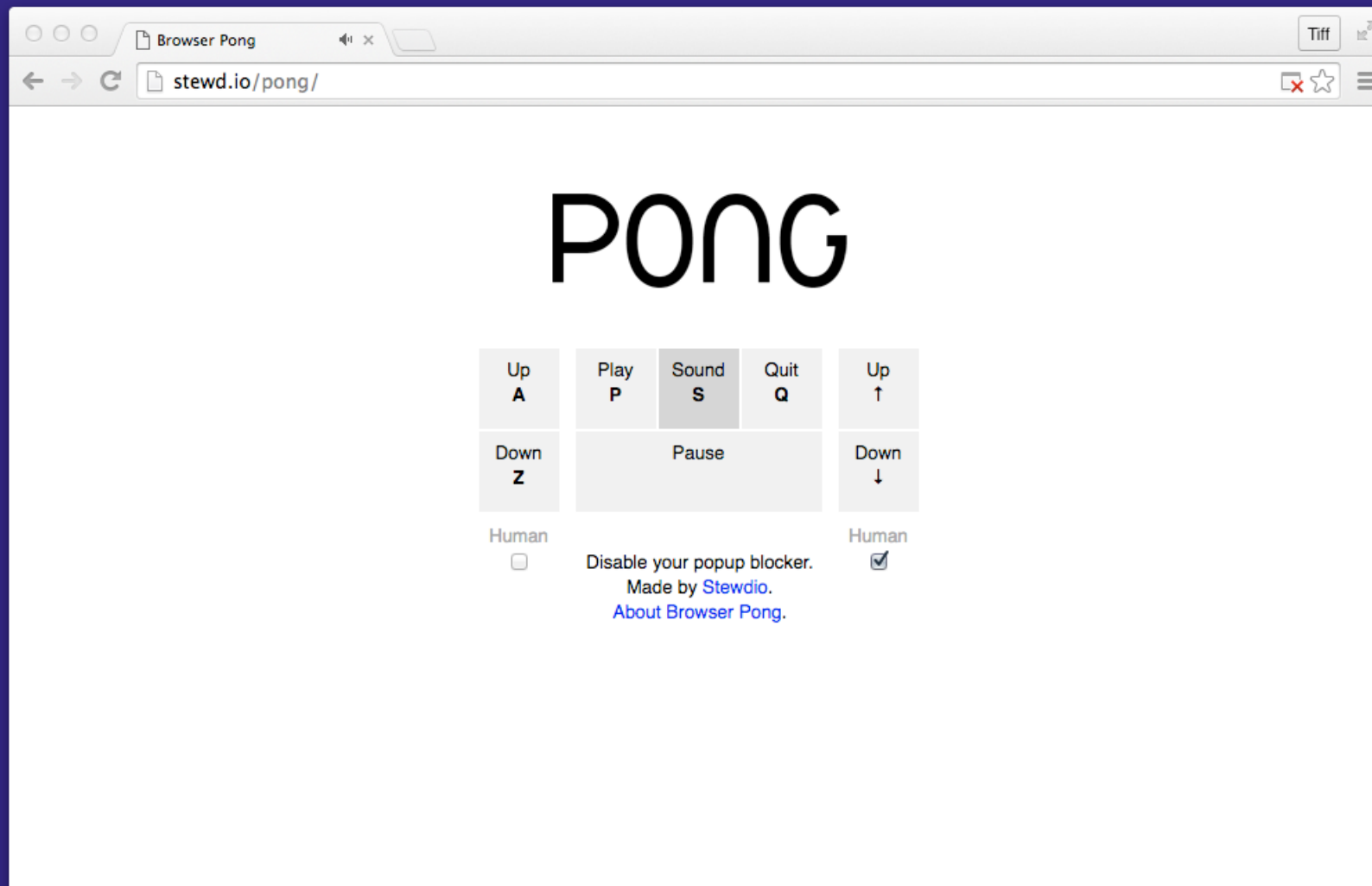
# Play / The Game

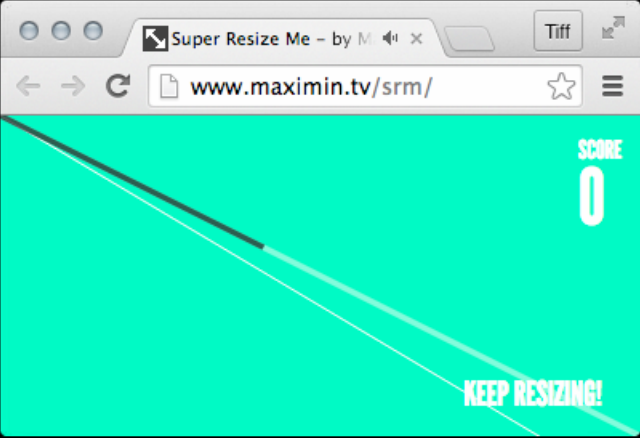
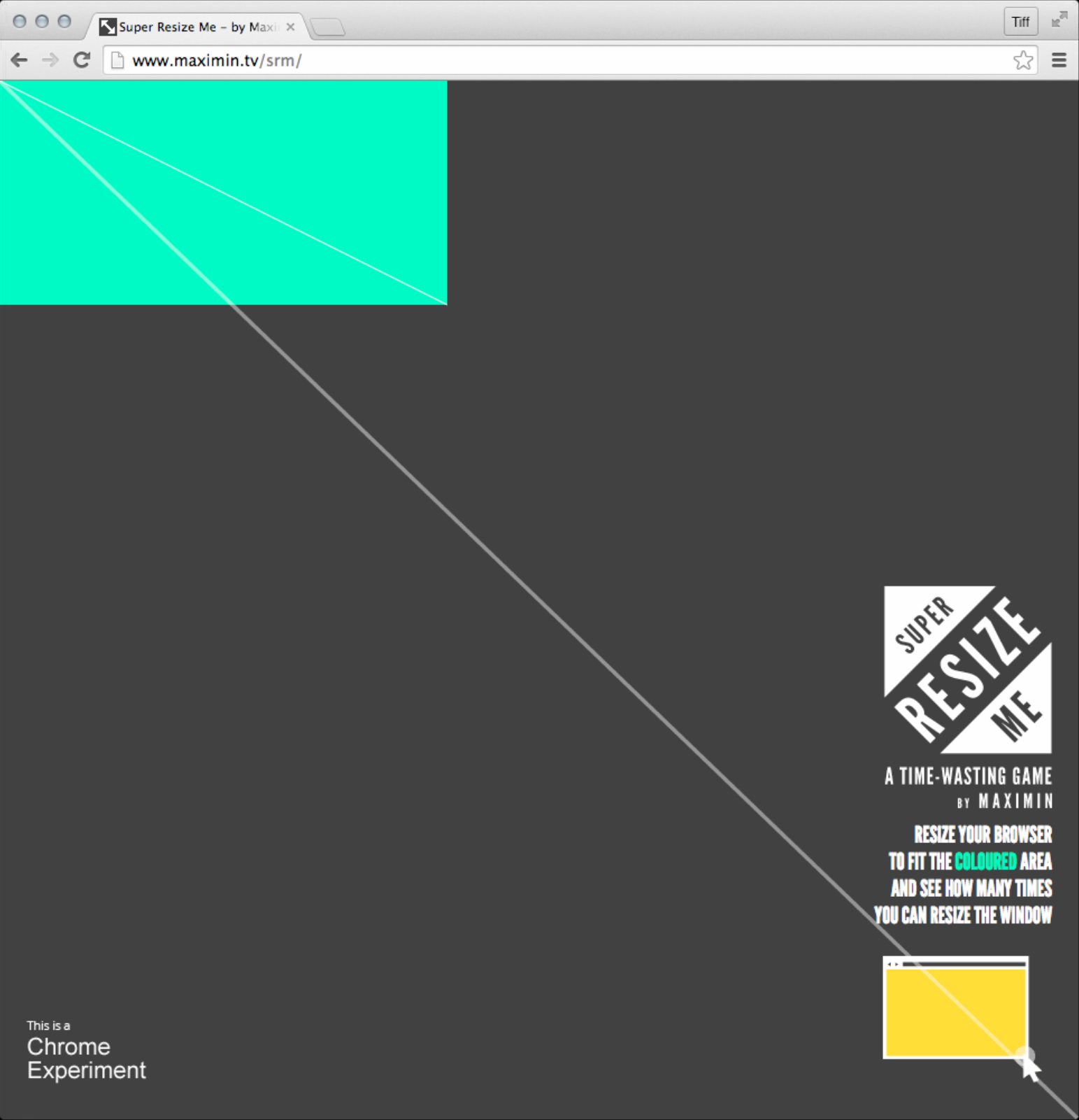








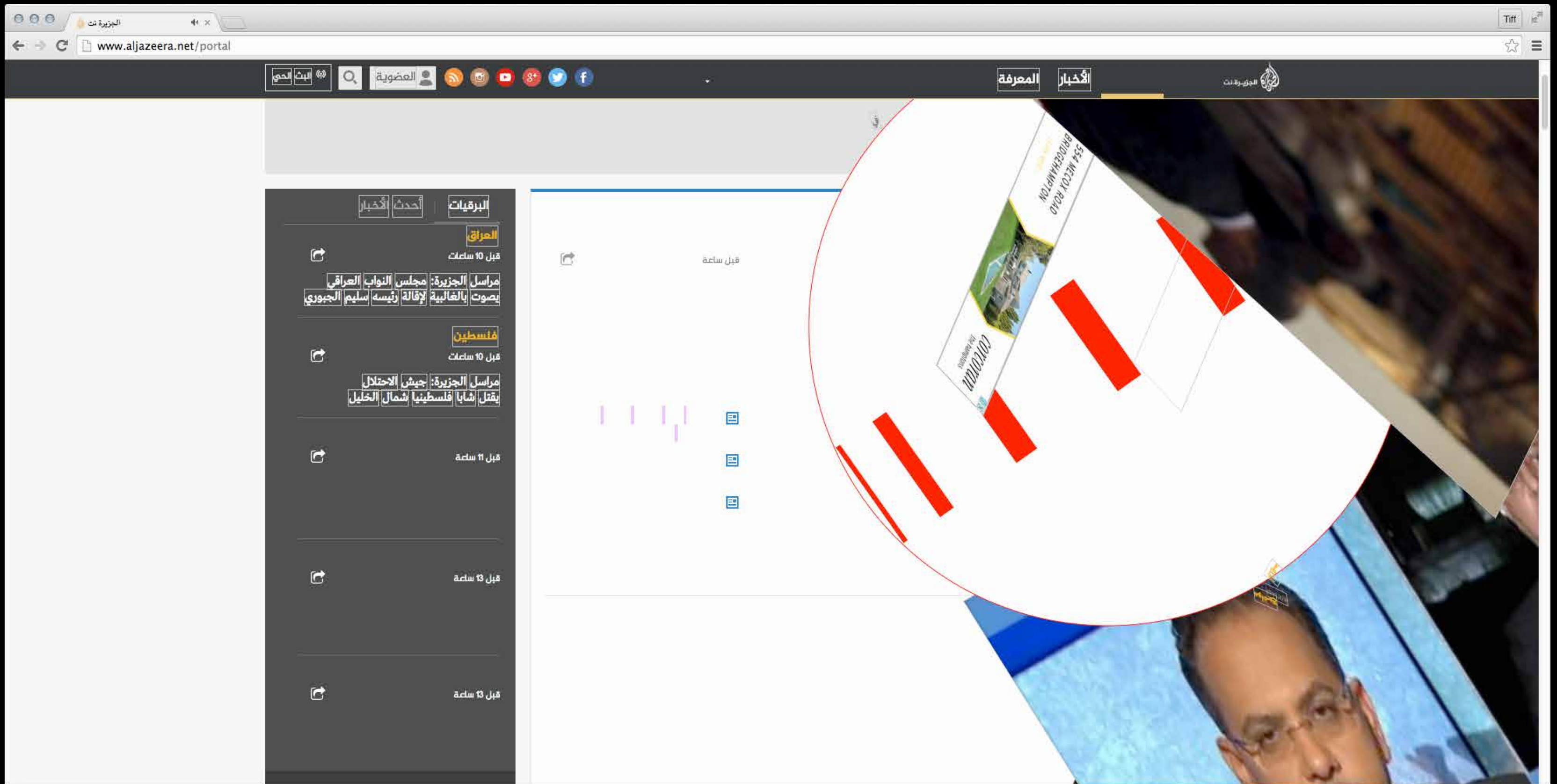




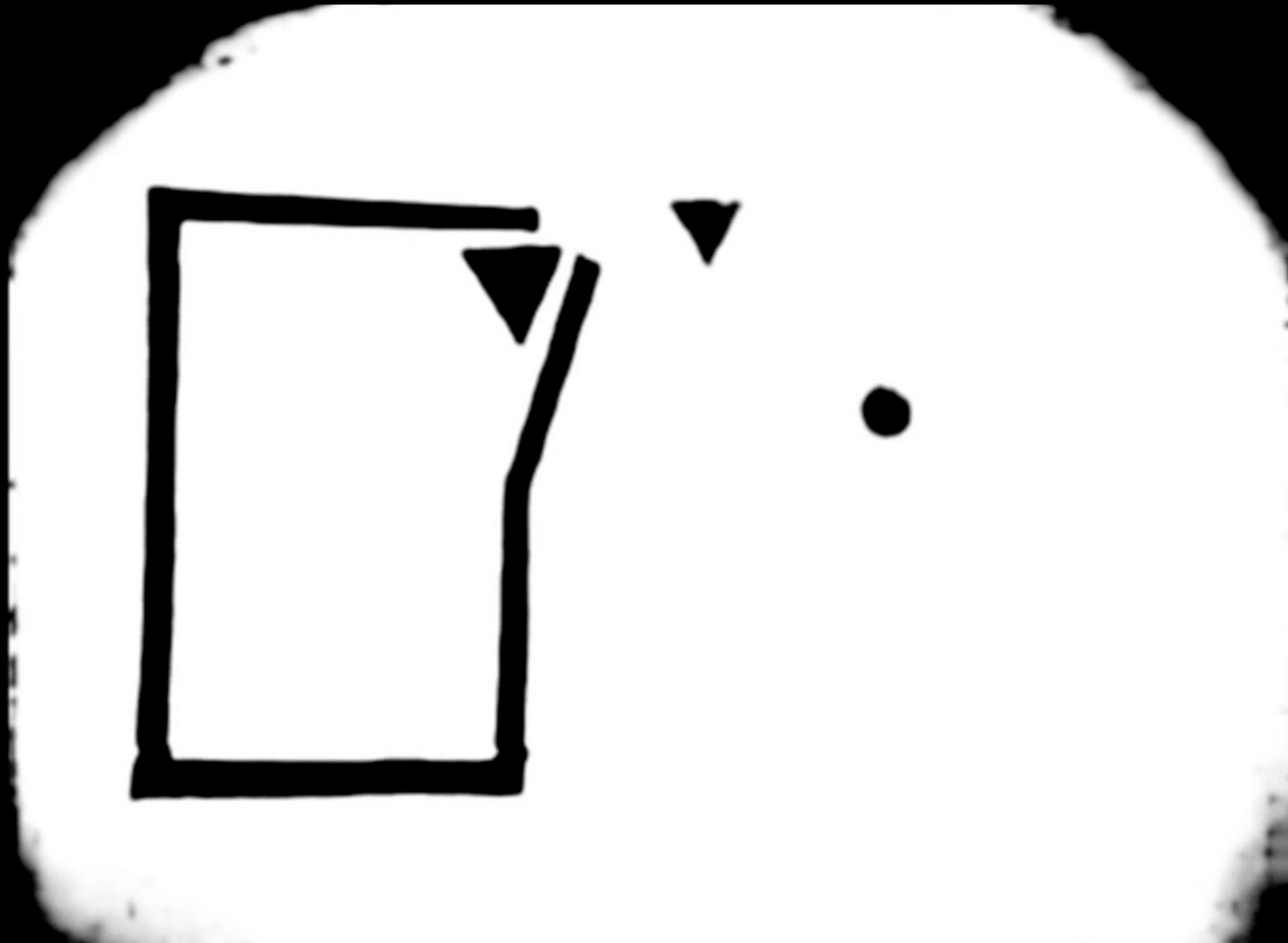






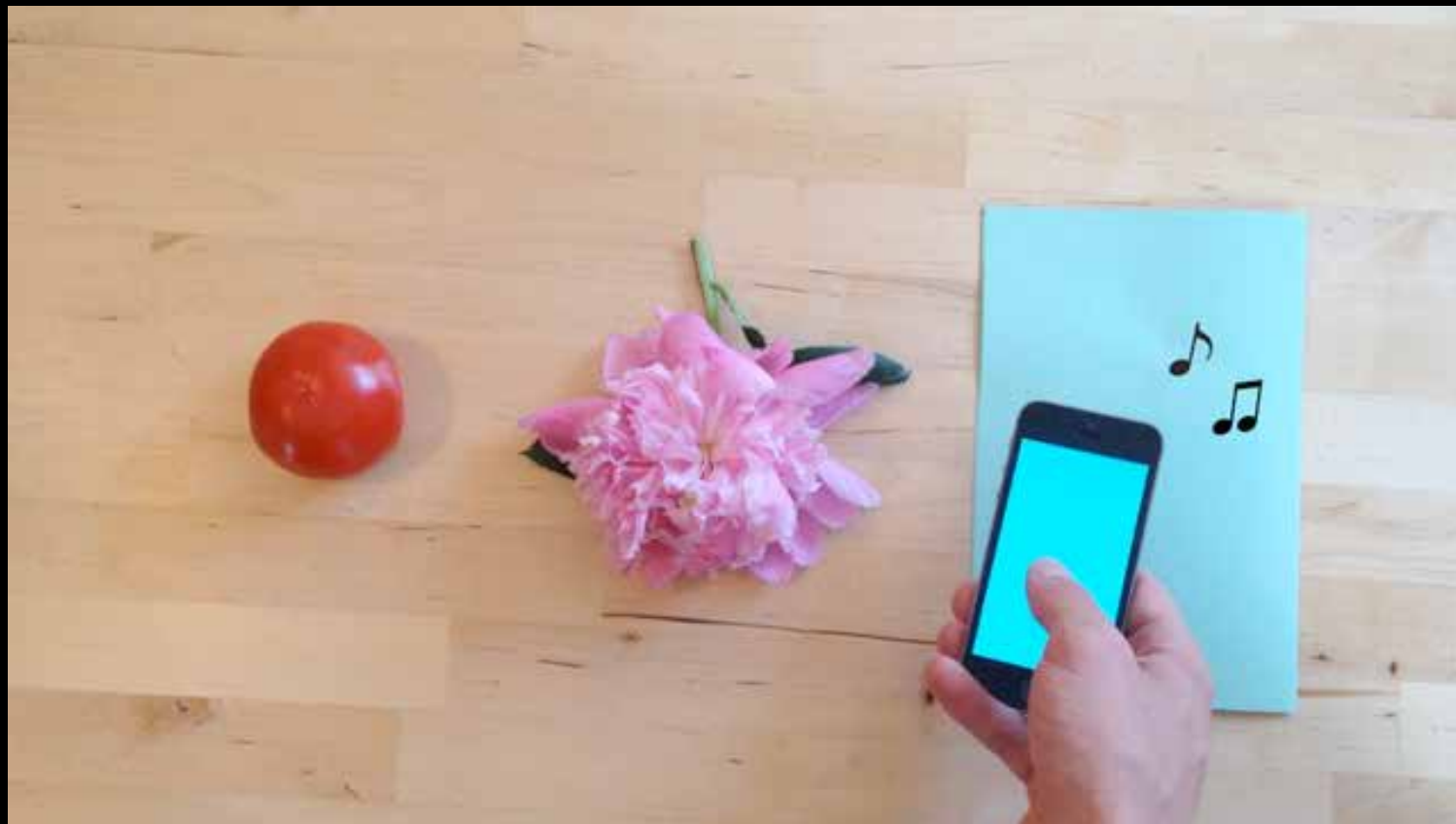




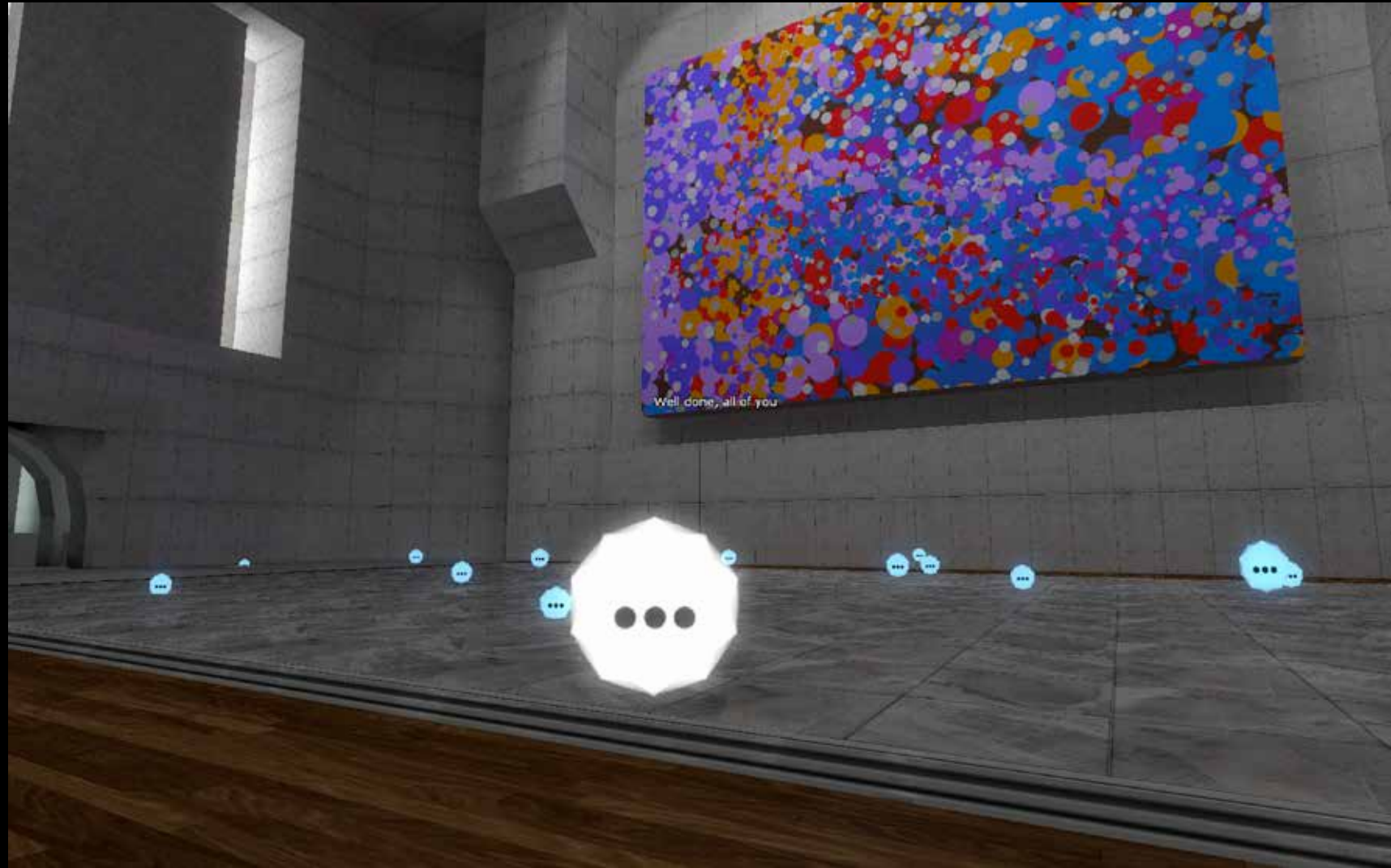


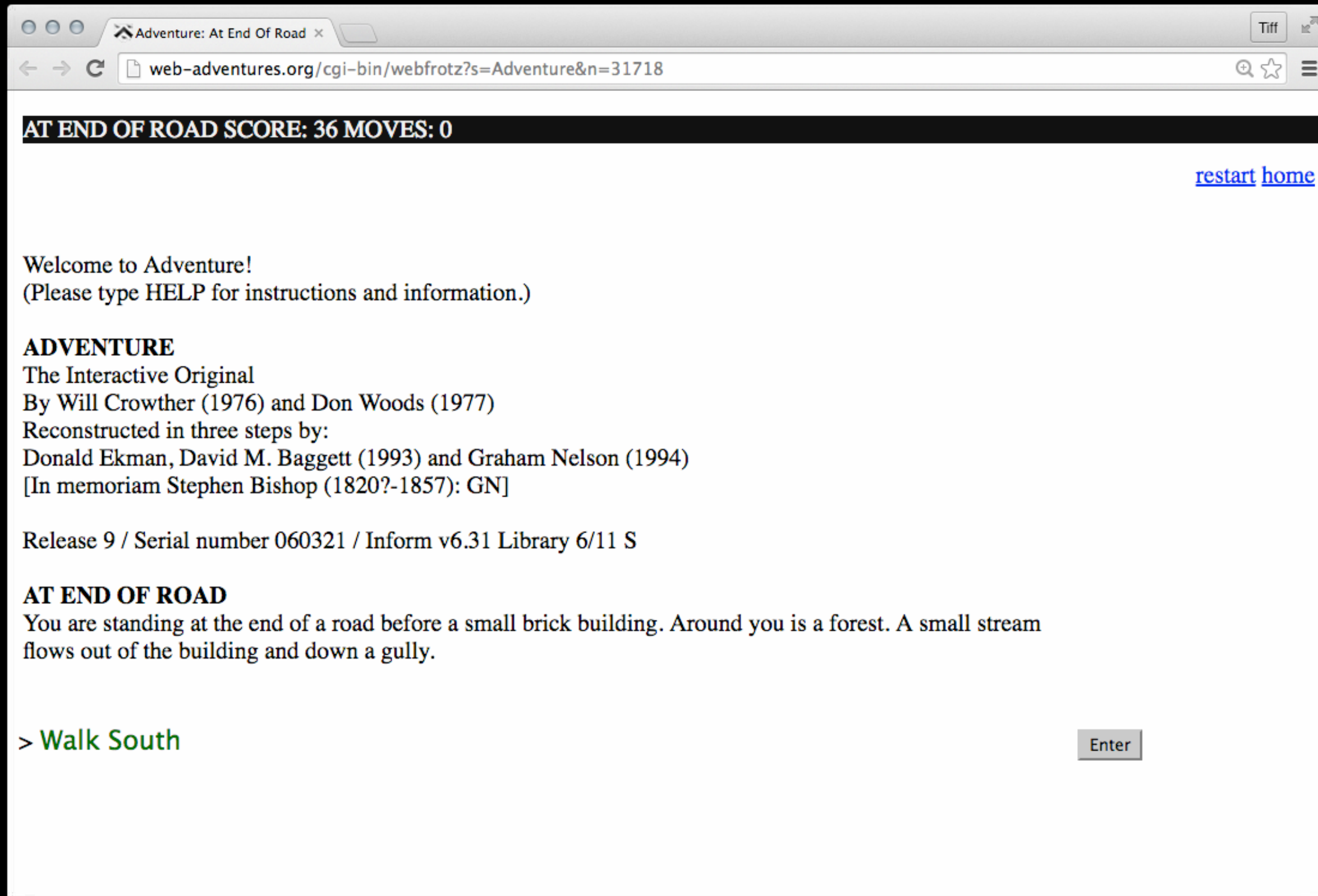


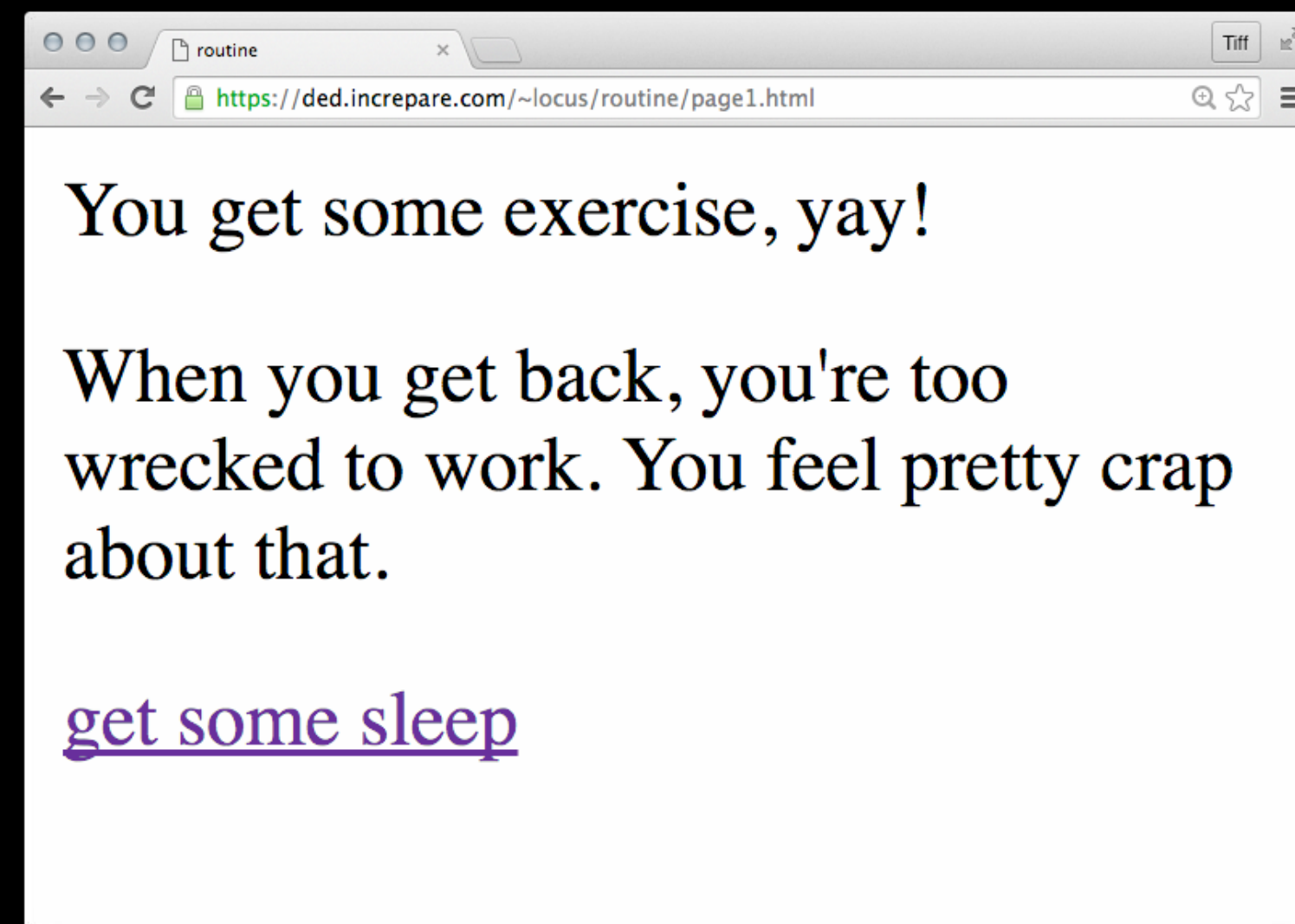
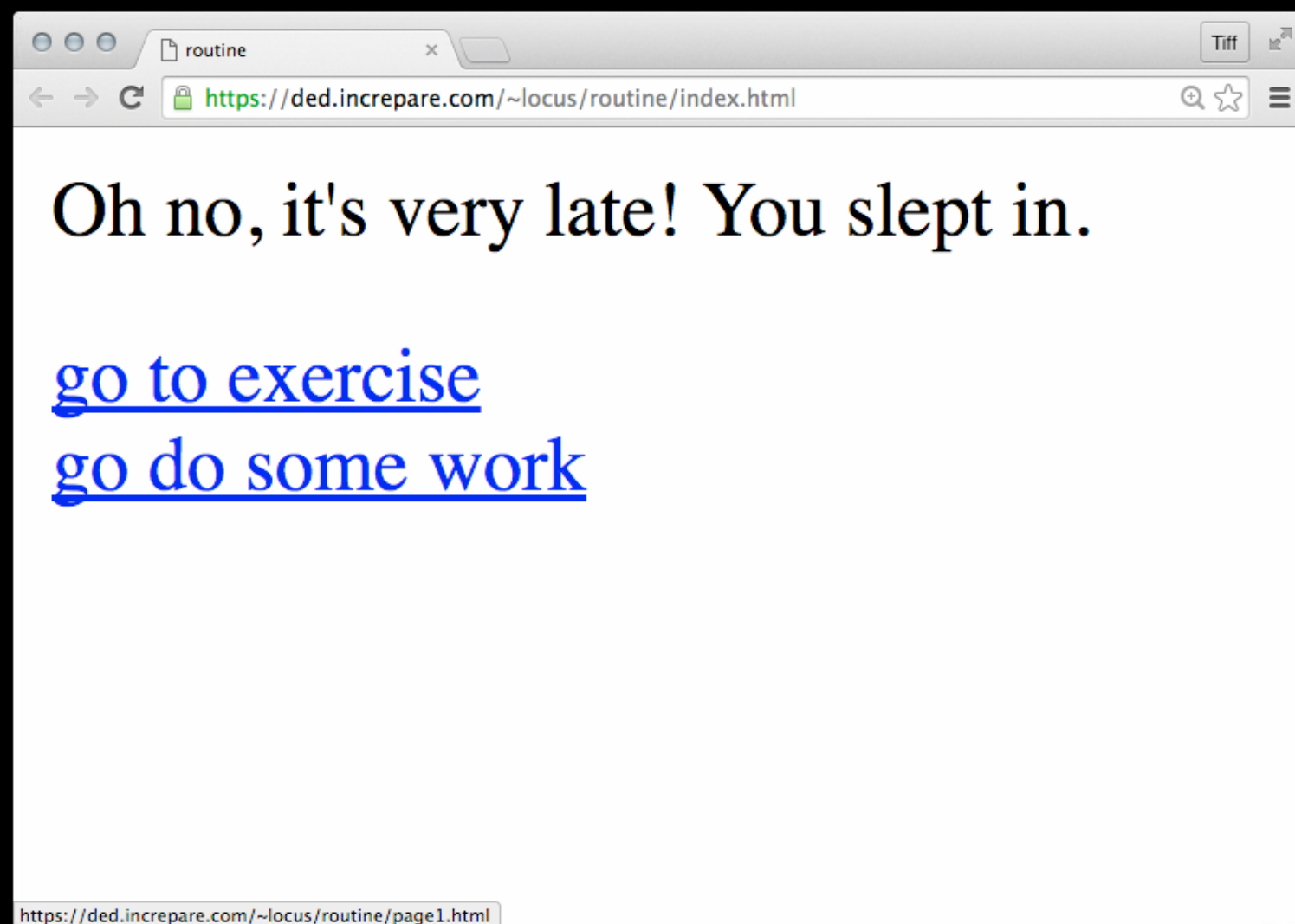


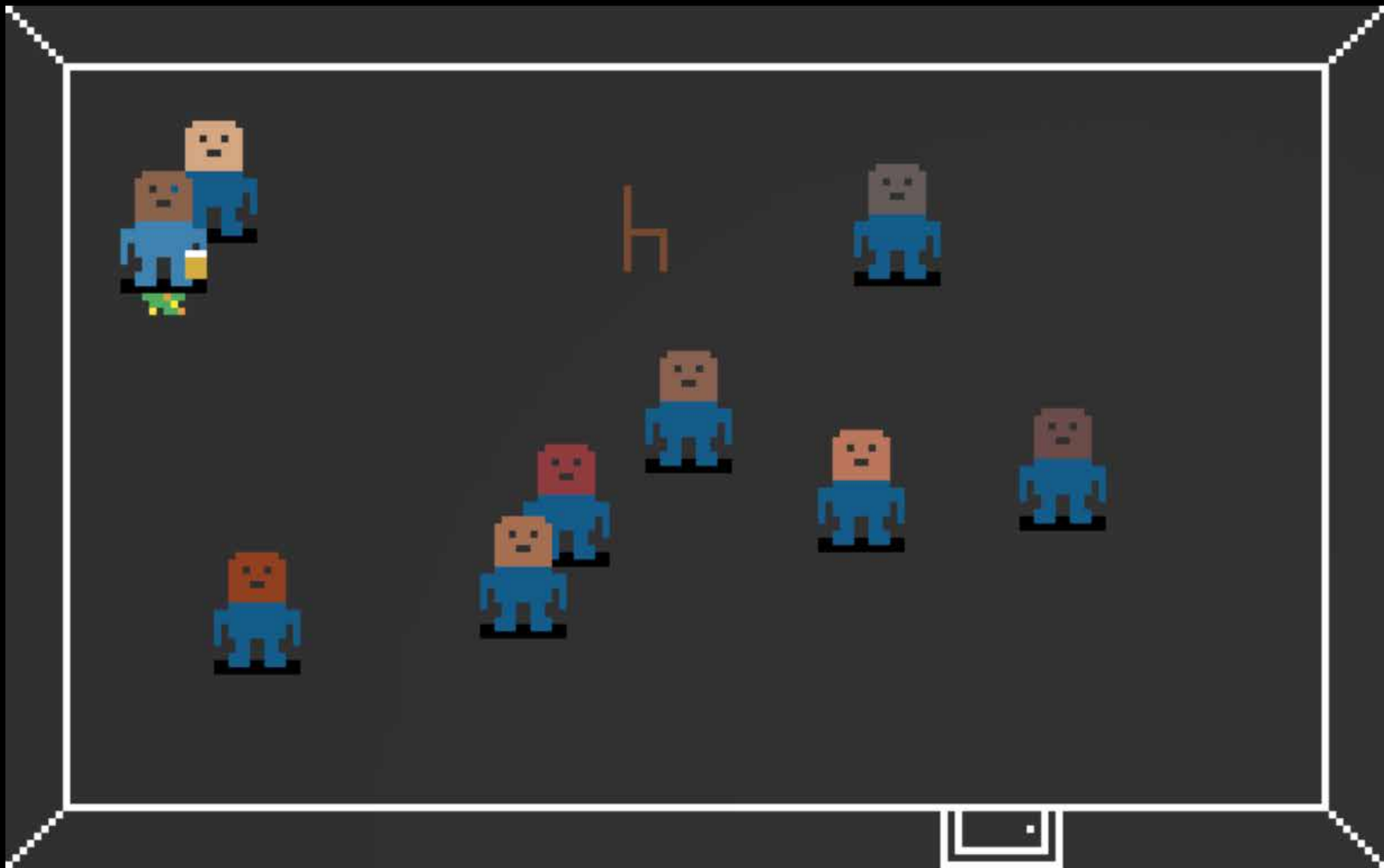






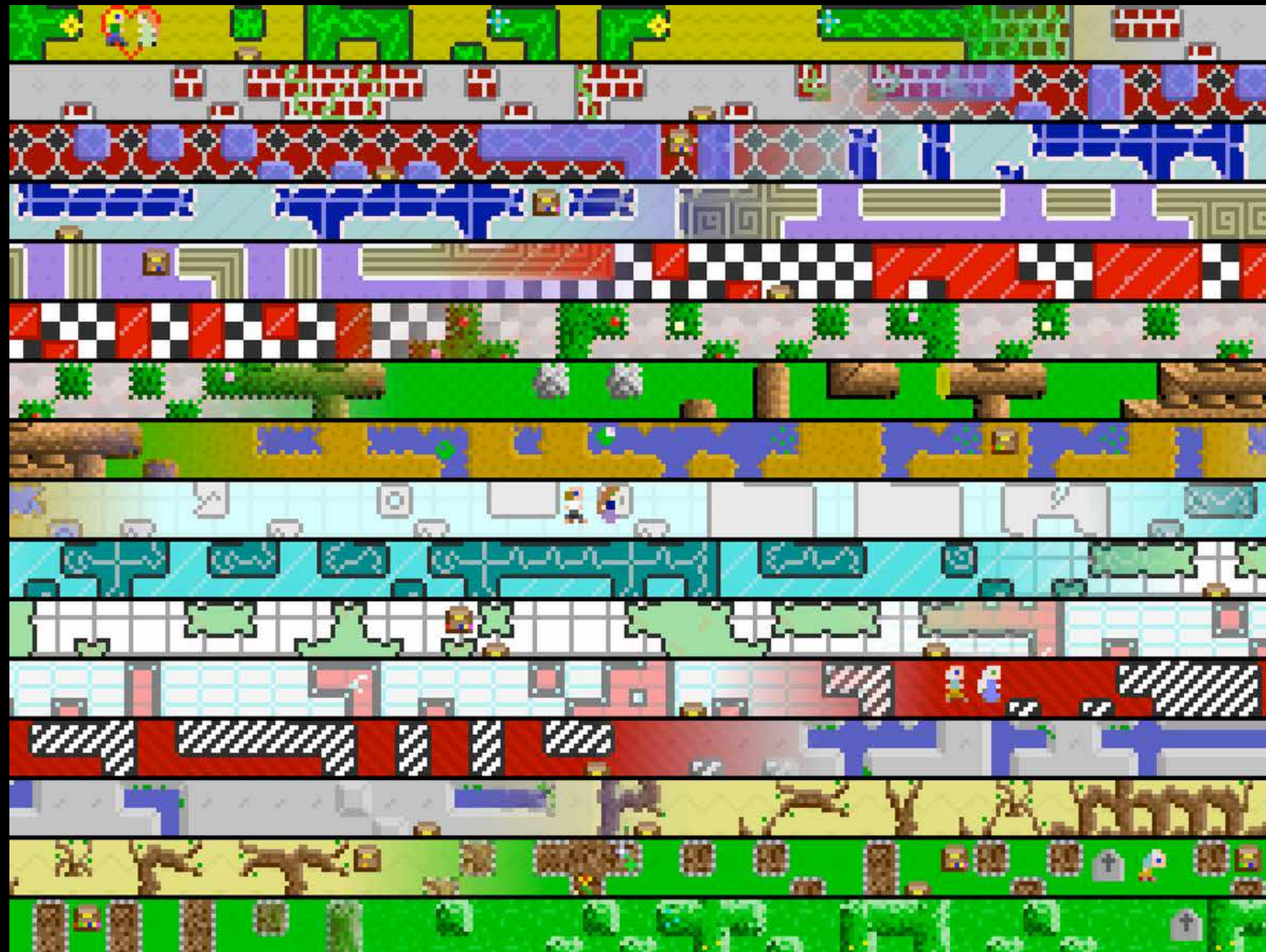
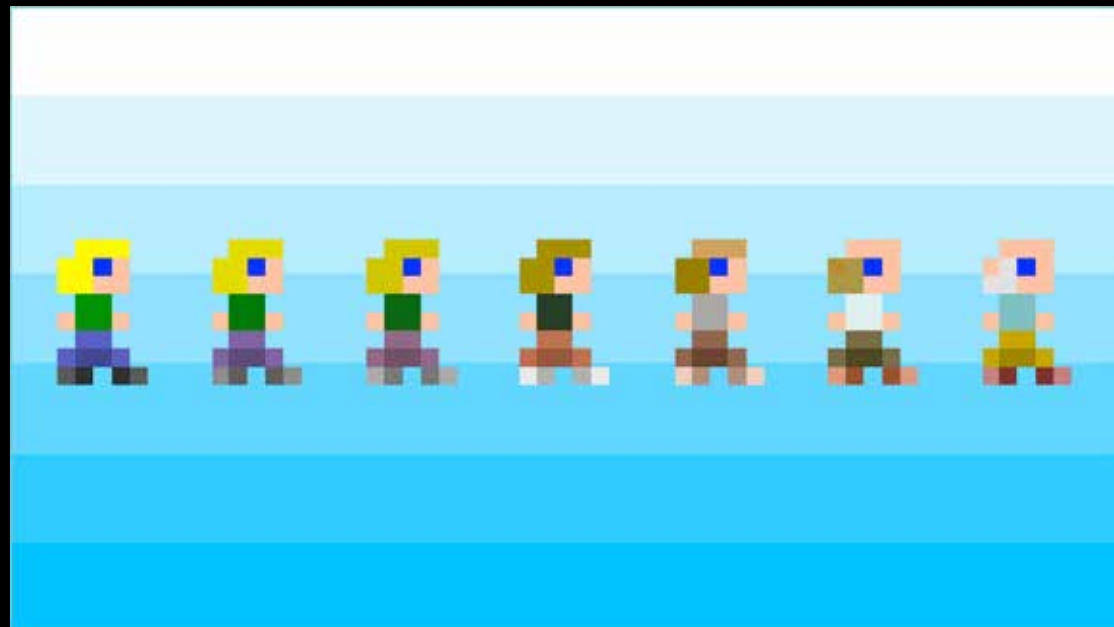








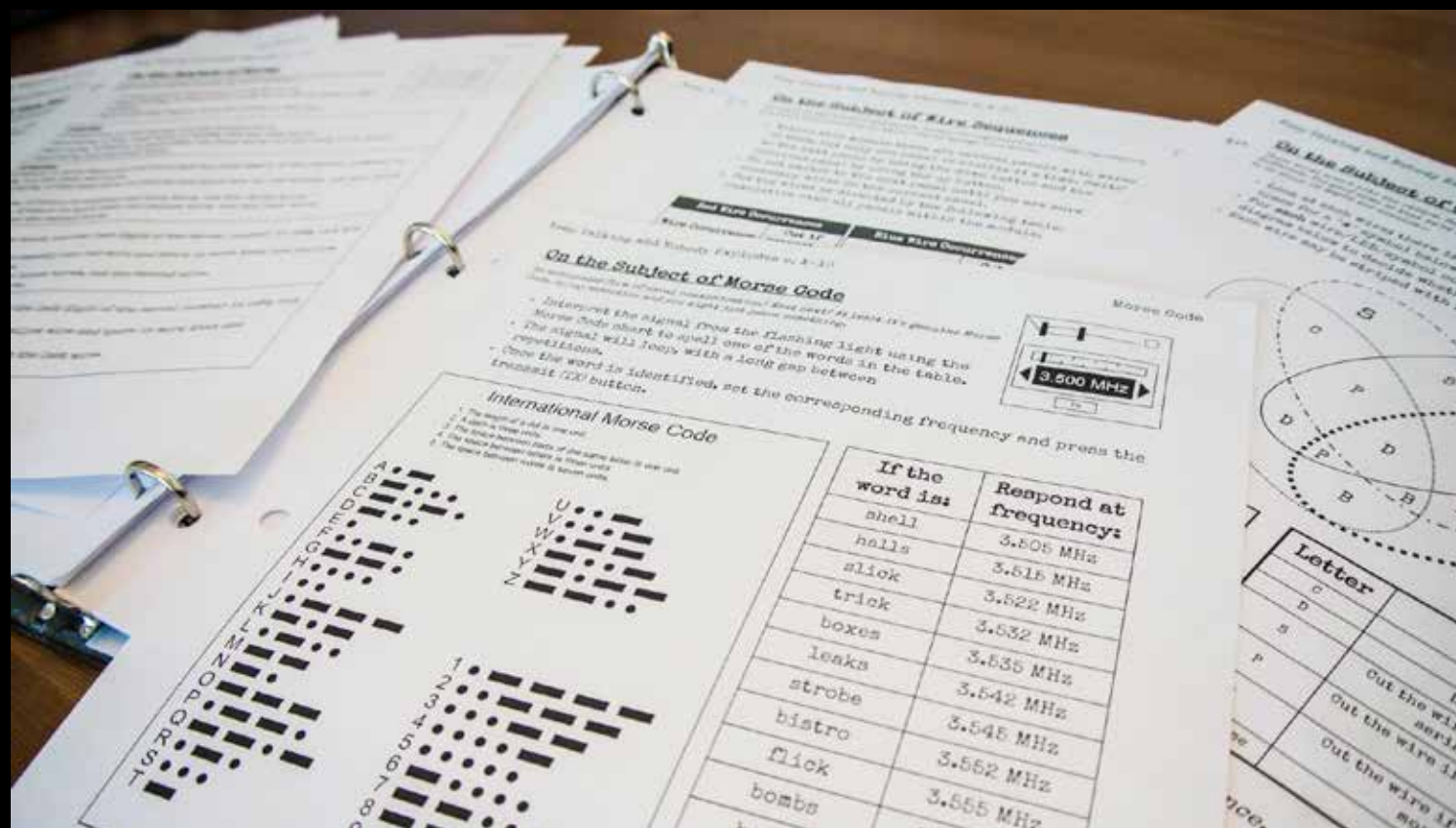
# Passage













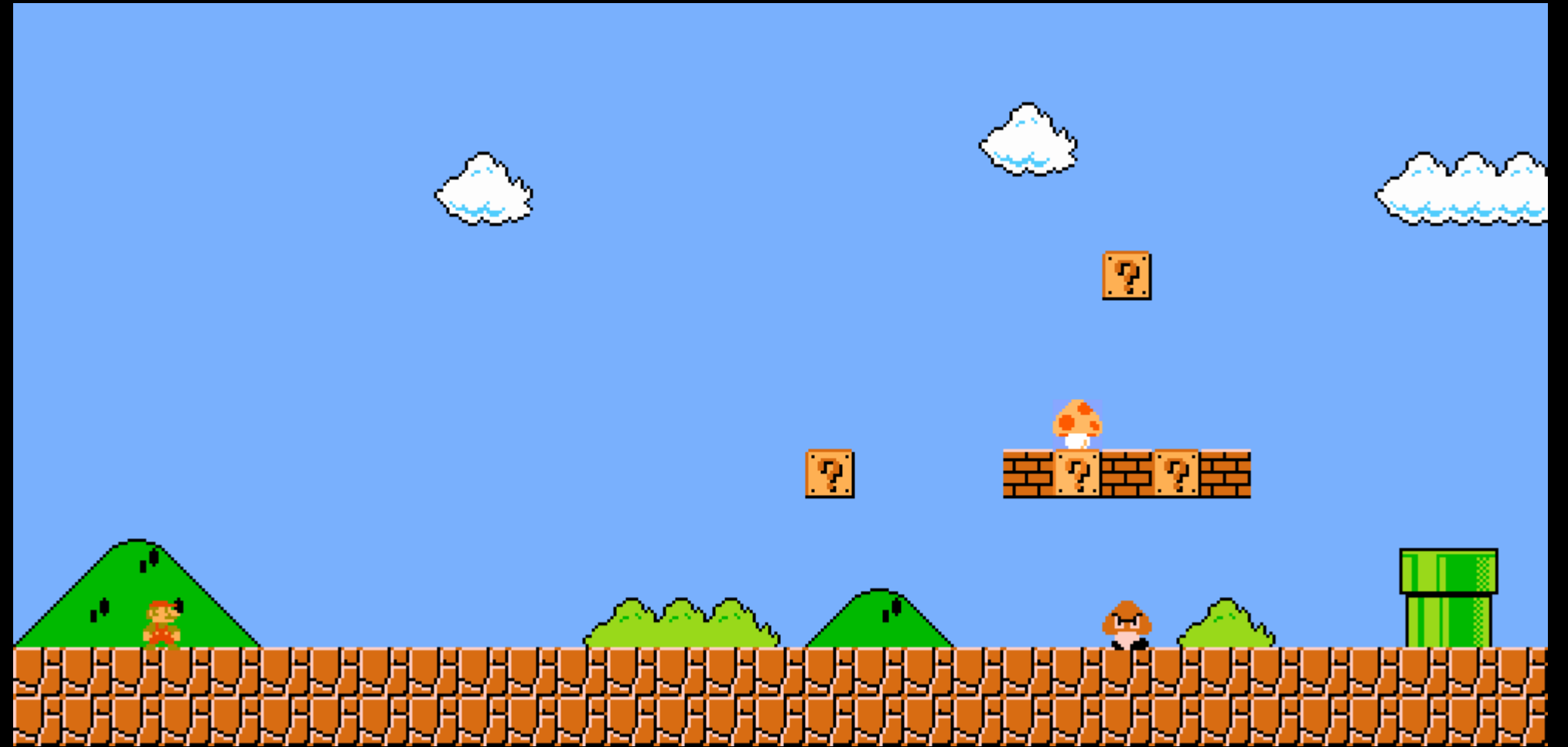






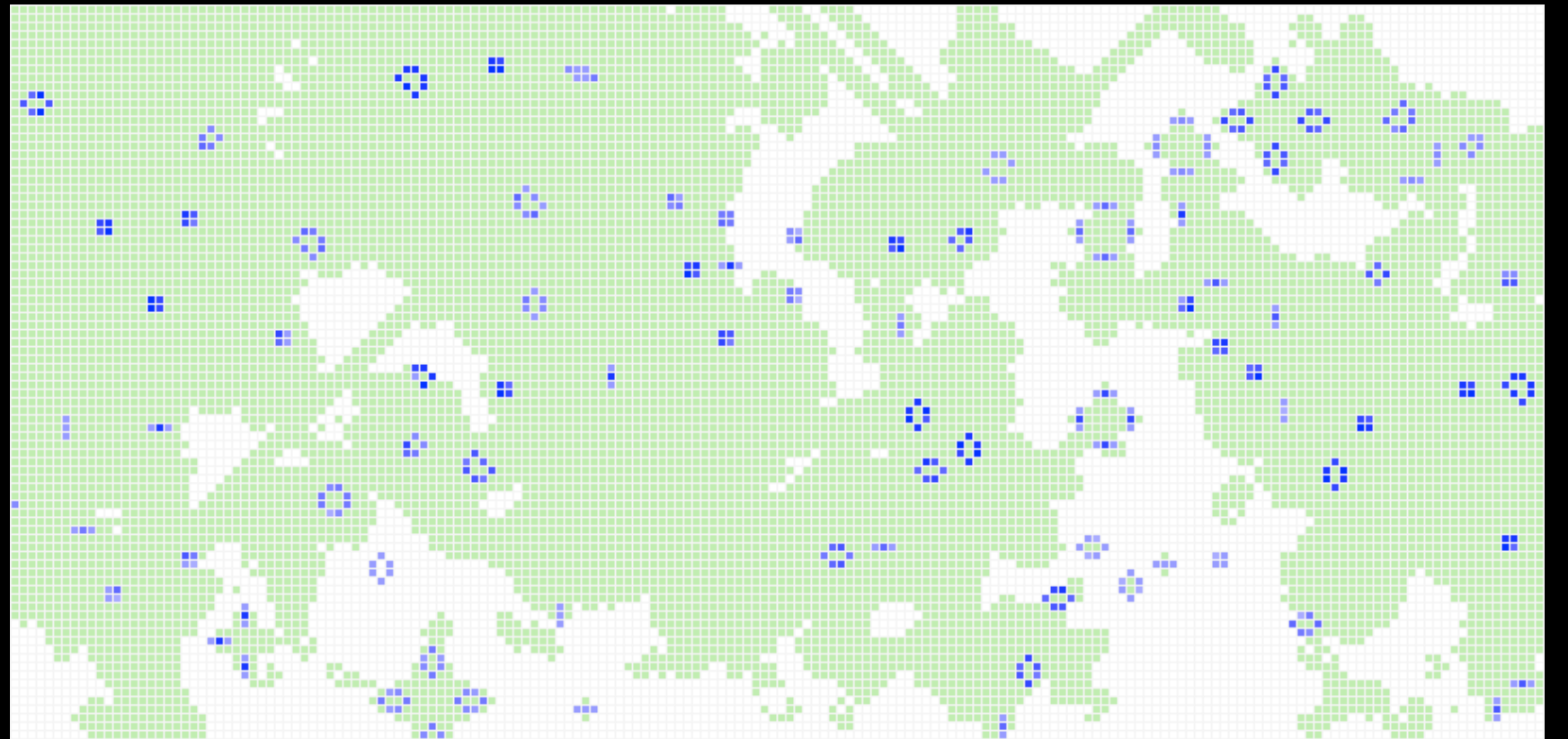
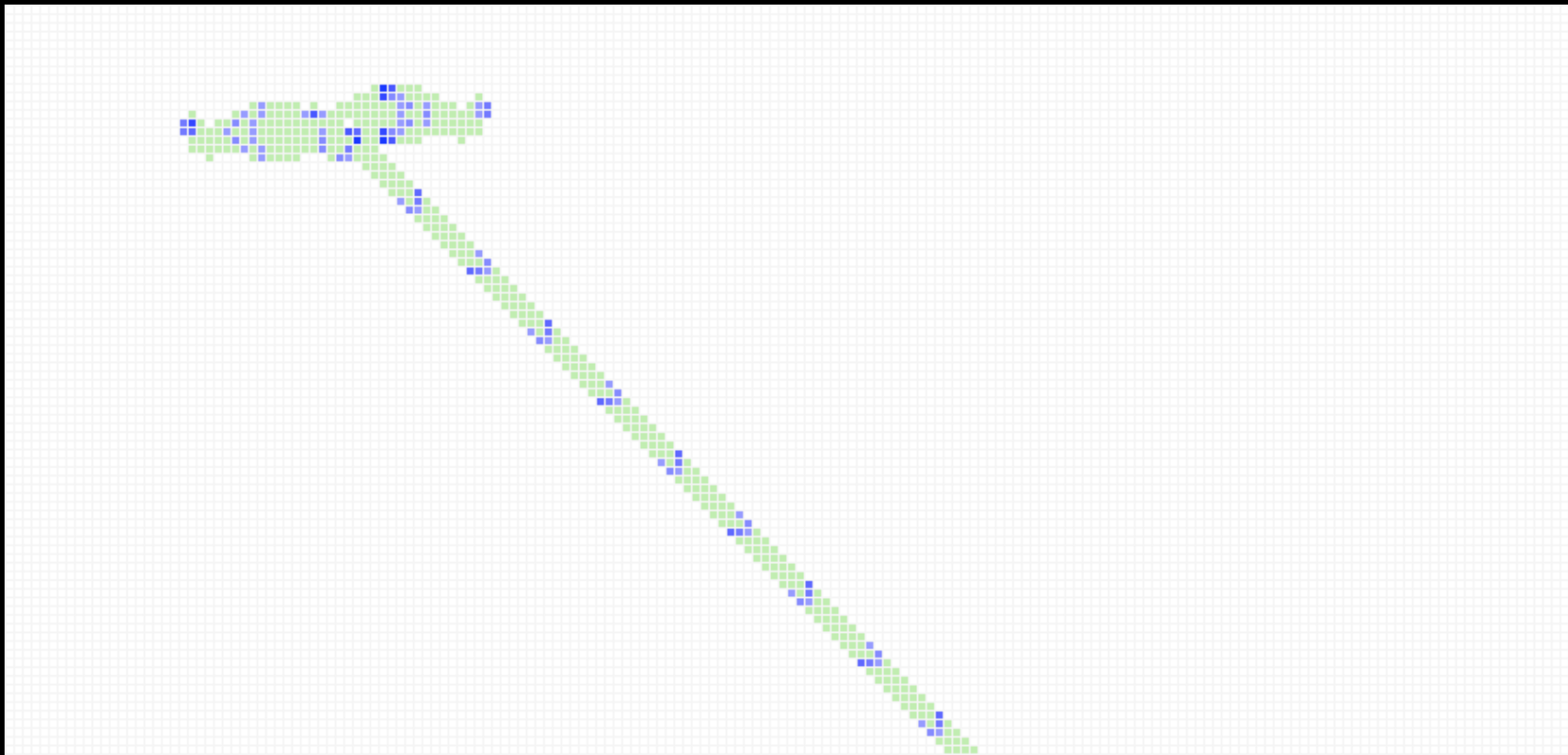
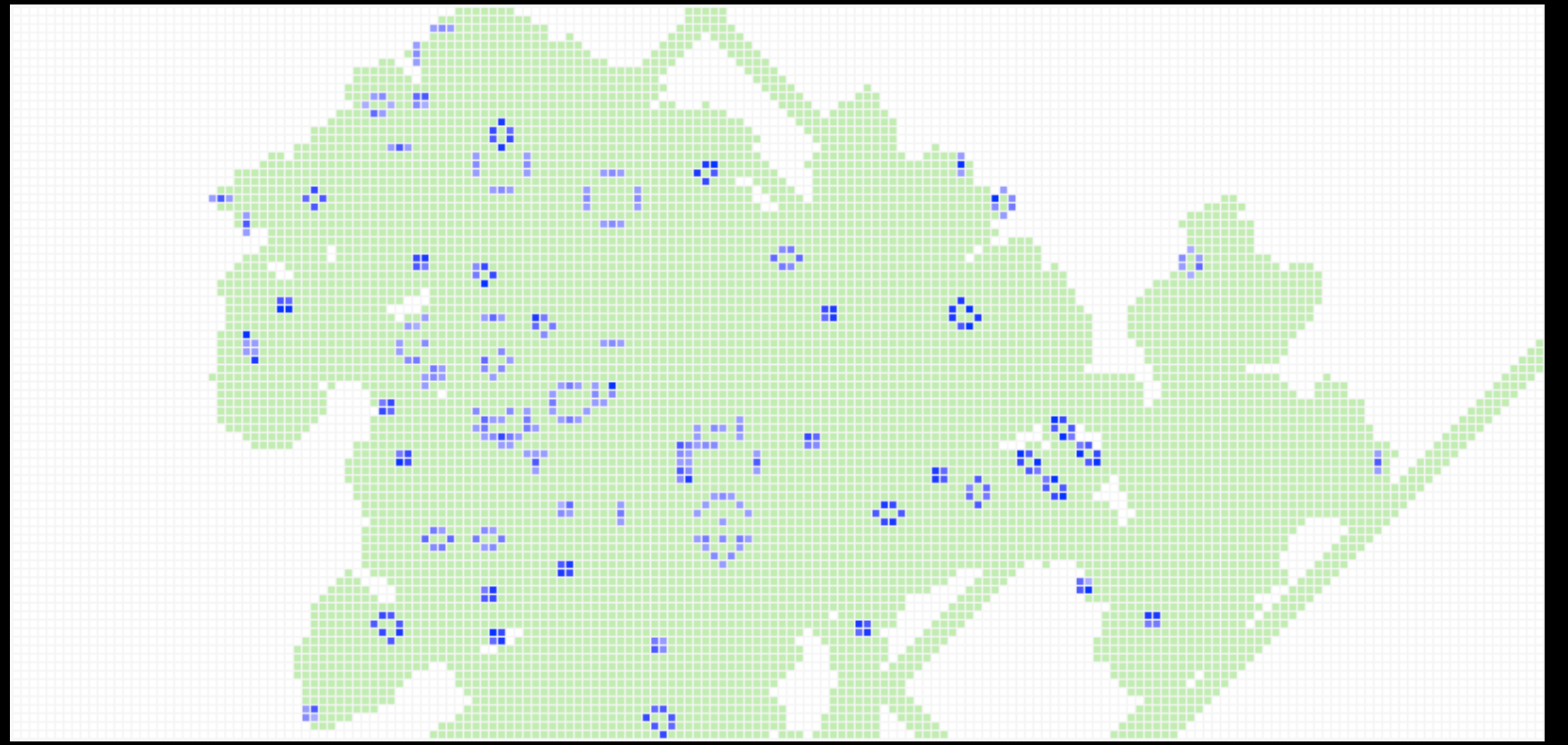
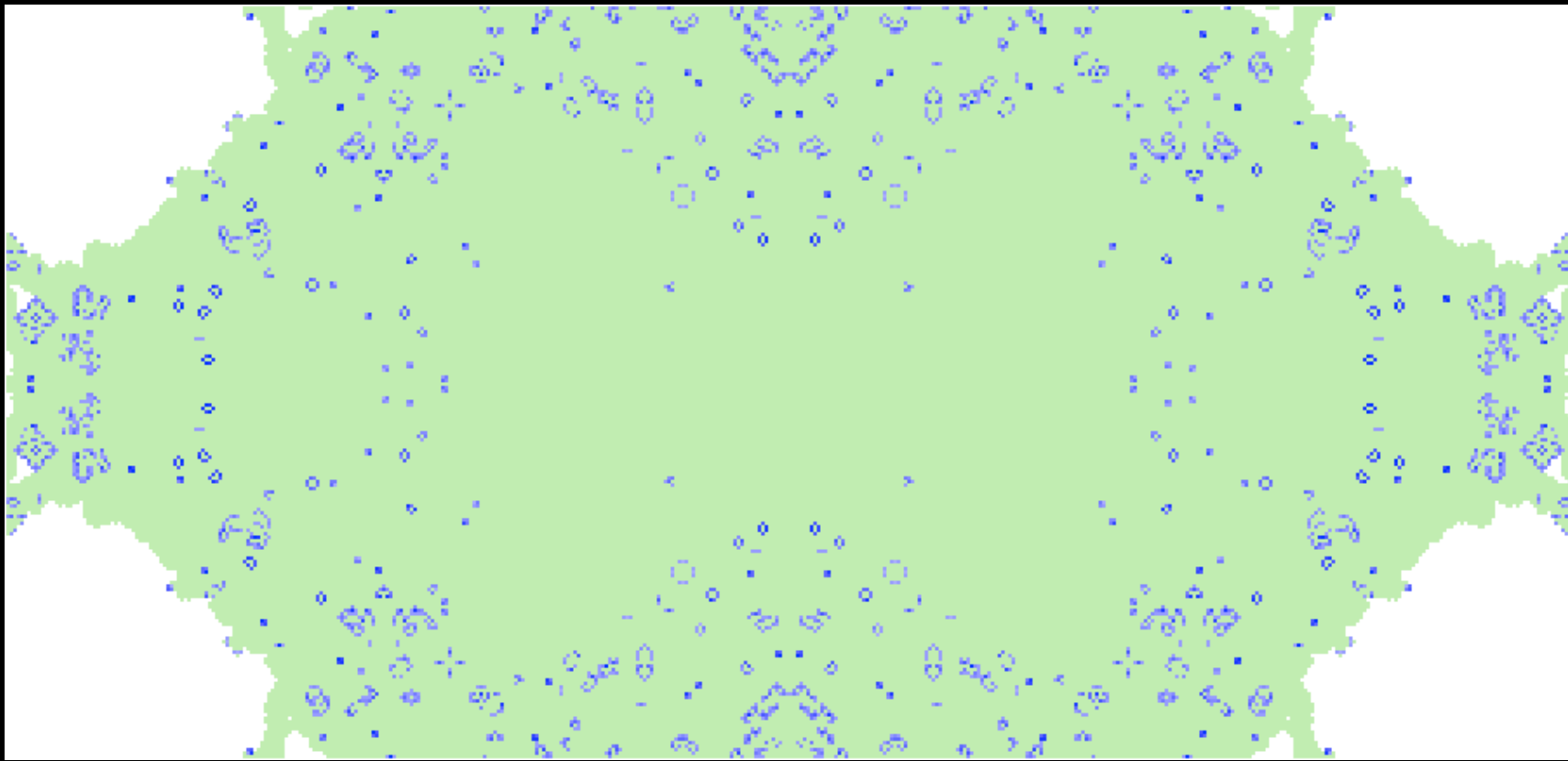
Meaningful design  
builds understanding.





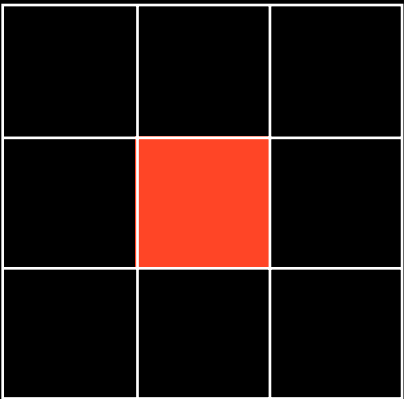
The majority of what we need to know to play Mario happens within the first 15 seconds.



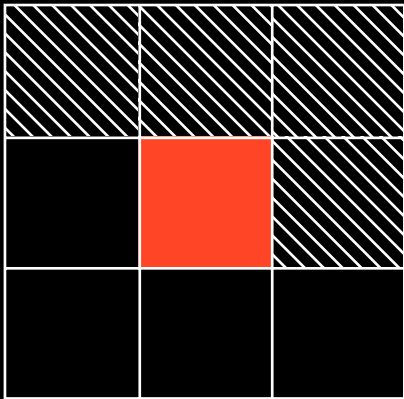
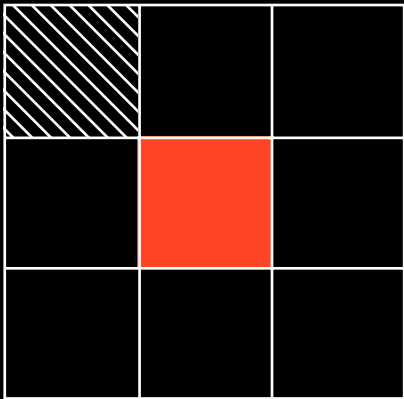


# Rules

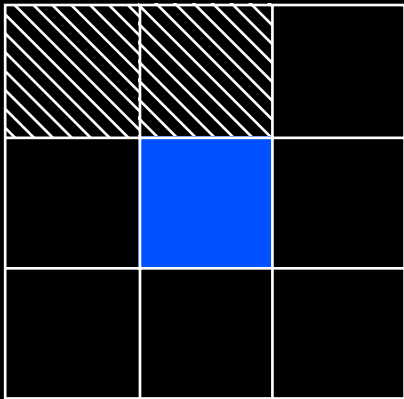
## Populated Spaces



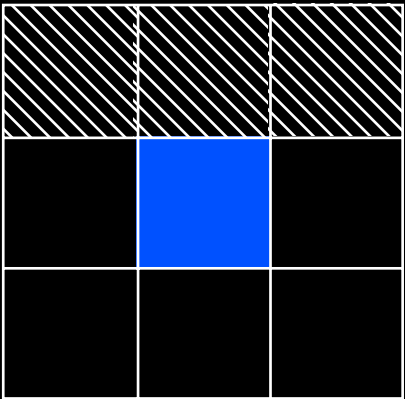
0–1 neighbors  
Die (loneliness)



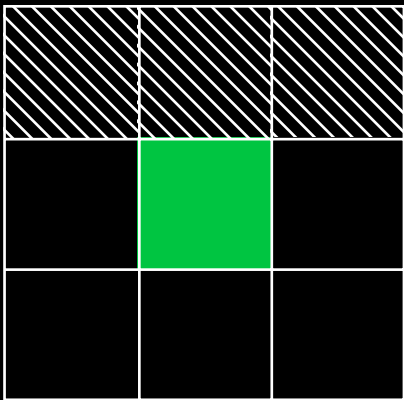
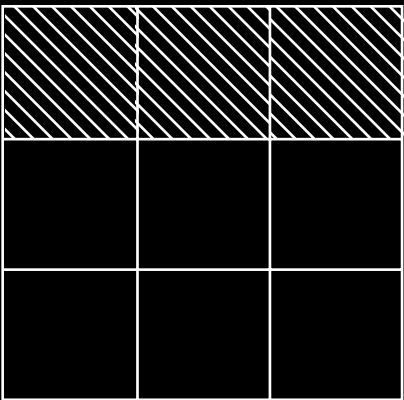
4+ neighbors  
Die (crowded)



2–3 neighbors  
Survive (balance)




## Empty Spaces










3 neighbors  
New Life





YOU ARE → 


YOU COLLECT POINTS BY EATING   




YOU WILL DIE IF YOU TOUCH    

YOU HAVE THREE LIVES.

YOU NAVIGATE THROUGH A MAZE.



YOU MOVE TO A NEW LEVEL BY  
EATING ALL THE  DOTS

YOU TURN  INTO  <sup>FOR A LIMITED TIME</sup> BY EATING LARGE 

THE GOAL IS TO GET AS MANY POINTS AS POSSIBLE

YOU ~~GET A NEW~~ CAN REGAIN A LIFE AT 50,000 POINTS

#### Surviving rule:

$r_1$ : If *Touched\_Ghost* then *Lose\_Once*

#### Scoring rules:

$r_2$ : If *Ate\_Dot* OR *Ate\_Fruit* then *Score*

$r_3$ : If *Ate\_Pill* AND *Touched\_Ghost* then *Score*

#### Ending rules:

$r_4$ : If *Ate\_All\_Dot* then *Win*

$r_5$ : If *Lost\_All\_Life* then *Game\_Over*



## Qualities

Objective (Goal)  
Parameters (Rules)  
Choice  
Potential  
Narrative  
Perspective  
Mystery  
Discovery

## Considerations

Accessible vs. Imaginable  
Constraints  
Ambient states  
Character(s)  
Analogy