Art of Gamedesign – KI

**Emotion**

What emotions would like my player to experience? Why?

* Humor/Freude, Überraschung

What emotions are players (including me) having when they play now? Why?

* x

How can I bridge the gap between the emotions players are having and the emotions I`d like them to have?

* Frustration Momente minimieren

**Essential Experience**

What experience do I want the player to have?

What is essential to the experience?

How can my game capture that essence?

**Venue**

What type of venue best suits the game I`m trying to create?

Does my venue have special pro