Game Mechanics

Procedure
Rules

Procedure:

Procedures are the step-wise methods of play and the actions that players can take to achieve the game objectives for each step.

Several types of procedures:

- *Starting action:* *How to put a game into play.*
- *Progression of action: ongoing procedures after the starting action.*
  - Special actions: Available conditional to other **elements** or game state.
- *Resolving actions:* *Bring game play to a close.*

Exercise: Procedure for blackjack

 Describe the procedure of blackjack. Be specific. What is the starting action? The progression of action? Any special actions? The resolving action?
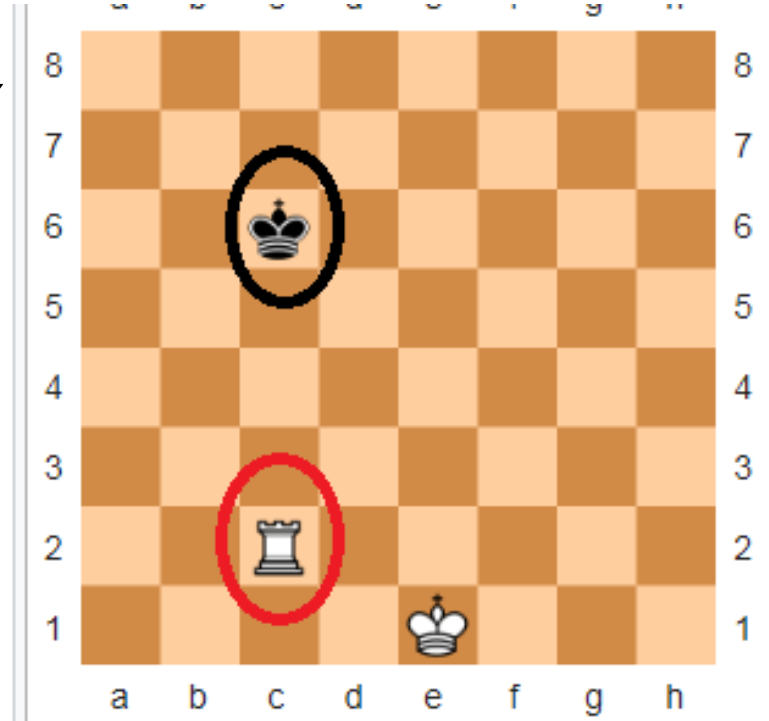
Rules:

Rules define game objects, terms, and allowable actions by the players.
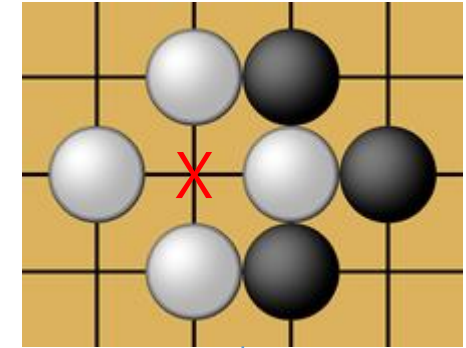
Examples

- *Poker: A straight is five consecutively ranked* cards; a straight flush is five consecutively ranked cards of the same suit.
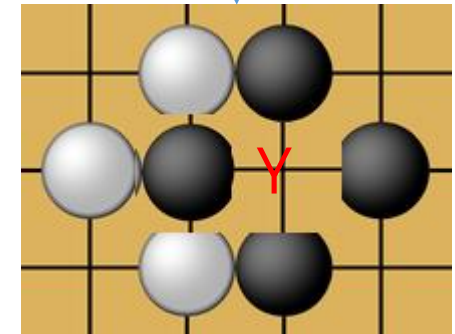- *Chess: A player cannot move her king into check.*

Black's king is in check by the rook.

- *Go: A player cannot make a move that recreates a* previous state of the board—this means an exact replication of the whole board situation. ➔ '패'를 말함

- *WarCraft II: To create knight units, a player must* have his town hall upgraded to a keep and built a stable.

3 Types of Game Rules (from 'Rules of Play: Game Design Fundamentals')

- Operational Rules
- Constituative Rules
- Implicit Rules

Operational Rules

- These are the rule that describe how the game is played.
- ex) collecting 2000 tokens allows the player to buy a snow board.
- Ex) 윷놀이 게임에는 보드판, 말, 윷 가 사용된다.

Constituative Rules

- These are the underlying formal structures that dictate how a game functions.
- internal logic, mathematical formulas
- ex) '윷놀이'에서, 도가 나올 확률은 1/4, 개 나올 확률은 3/8, 걸이 나올 확률은 1/4, 윷이 나올 확률은 1/16, 모가 나올 확률은 1/16

Implicit Rules

- The rules that govern the social contract between two or more players.
- The rules related to being a good sport about the game ...**game etiquette.**
- These are the rules that are not expressly stated within an instruction book.

2 Types of Actions by Schell:
 - Operational vs Resultant 전략적인 선택

 Operational Actions: basic options you have in a game, the rules of play.

 Resultant Actions: actions a level above operant actions, and involve strategies. Theses strategic decision, leading to **emergent** game play. ex) angry bird 게임에서 "돌"을 tower의 base로 날림.

Chances (우연, 확률):

 - Chance adds unpredictability to a game experience, **diversifying game play**.

  - The ability to predict probable outcomes is a skill, and may be treated like any other skill when it comes to producing flow.

Why chances in game play

- The game designer wants to prevent or delay the player from solving the game. 게임의 해법을 찾는 플레이

- The game designer wants the gameplay to be balanced and competitive for all different kinds of players. 서로다른 게이머들 사이에 밸런스를 맞춰.

- Chance can help you create dramatic moments in your game.

- Chance can enhance the decision-making in your game.