Reminders

• Monday Quiz
• Reading & Lectures
• Multiple Choice
• Team doc due in Section
Where we left off

• Mechanics = rules
• Dynamics = rules in motion w/players
• Aesthetics = the feeling players get
Common core dynamics

Territorial Acquisition
Risk, Carcassonne, Settlers

Prediction
Roulette, Rock Paper Scissors

Spatial Reasoning
Tetris, Hundreds

Survival
Every FPS ever, Pac-Man

Building
RPGs, Minecraft, SimCity

Collection
Platformers, CCGs, match 3

Trading (?)
Settlers of Catan, Pokémon

Race to the End
MarioKart, Chutes and Ladders

Exploration (?)
Walking Dead, Myst
Common core dynamics

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Risk, Carcassonne, Settlers

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Core

• Core = the one thing this game is about

• Core Dynamic = core rules in motion w/ players

• Core Loop = game progression
Core Loop

Fight → Rewards → Improve Avatar

XP, Gold, Items
Core: Survival

Core Loop

Move Forward → Rewards → Get Lives

XP
Gold
Items
Building

BP

BEST BUY

Monsanto
Building
Core Dynamic

All used “building”

– Different themes
– Different mechanics
– Different aesthetics
Game Atoms
Game building blocks
Game State and Game

Game state
- all the things the game needs to keep track of

Game view
- what the player is aware of
TICKET TO RIDE TUTORIAL
If you knew he had one bullet...
Players and Avatars

Avatars – represent the player in the game

Not all games have avatars, but all games have players

The more detailed the avatar, the more complicated the game.
Dynamics – The way the player interacts with the game. What you would need to capture in an AI if you wanted to simulate the player

*game-supported* dynamics

*meta-game* dynamics

interaction is dependent upon interface
MECHANICS
Identify some mechanics
Need team leaders.
Need teams.
MECHANIC:

DIGGING USES ONE RESOURCE.
STOP!