Rules easy to understand

Core Mechanics
- More mechanics doesn’t necessarily mean a more fun game
- Our game will probably have one core mechanic

Gameplay Loops
- Each level presents a different objective
- Certain challenges try to prevent player from completing the objective
- Player is rewarded for completing objective

Risk Reward
- On way to objectives, create optional risks for the player
- If player chooses to take risk, reward the player for it.

Difficulty managing
- Challenge vs skills
- High challenge with low skill can cause anxiety in players
- High skill and low challenge can cause boredom in players
- Try to maintain a steady flow for each

Feedback
- Can be used as a reward
- some actions in games can make players super satisfied
- Points, explosions, effects


- Fun is the act of mastering a problem mentally.
- Aesthetic appreciation isn’t always fun, but it’s certainly enjoyable.
- Visceral reactions are generally physical in nature and relate to physical mastery of a problem.
- Social status maneuvers of various sorts are intrinsic to our self-image and our standing in a community.

Physical challenges alone aren’t fun. The feeling of triumph when you break a personal record is. Endurance running can be immensely satisfying but you have not solved a puzzle. It is not the same high as when you win a well-fought game of soccer thanks to your teamwork.

fun is contextual
Fun is about learning in a context where there is no pressure, and that is why games matter.