

<http://web.stanford.edu/~jbboin/doc/gamedesign.pdf>

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

http://www.gamasutra.com/view/feature/130586/book_excerpt_a_theory_of_game_.php?page=2

- **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.

