



GREAT minds play ALIKE

How Games Work



What is a game?

 “All games share 4 defining traits: a goal, rules, a feedback system and voluntary participation.”
Jane McGonigal, *Reality is Broken*

 “A game is a problem-solving activity approached with a playful attitude.”
Jesse Schell, *The Art of Game Design*

The background of the image is a mural of three Monopoly men. They are depicted from the chest up, wearing black tuxedos with white shirts and red bow ties. Each man has a large white mustache and is wearing a top hat with a blue band. The man on the left has his hands clasped in front of his face. The man in the center has his hands on his hips. The man on the right has his hand to his chin in a thoughtful pose. The mural is painted on a light blue brick wall. There are some floating dollar bills and a yellow card with the number '4' in the background.

**What games
have you played?**



**Game Design unites 3 areas of knowledge:
Anthropology, Psychology & Design**



All games have a Magic Circle



Game Elements

Player - Who?

Goal - Why?

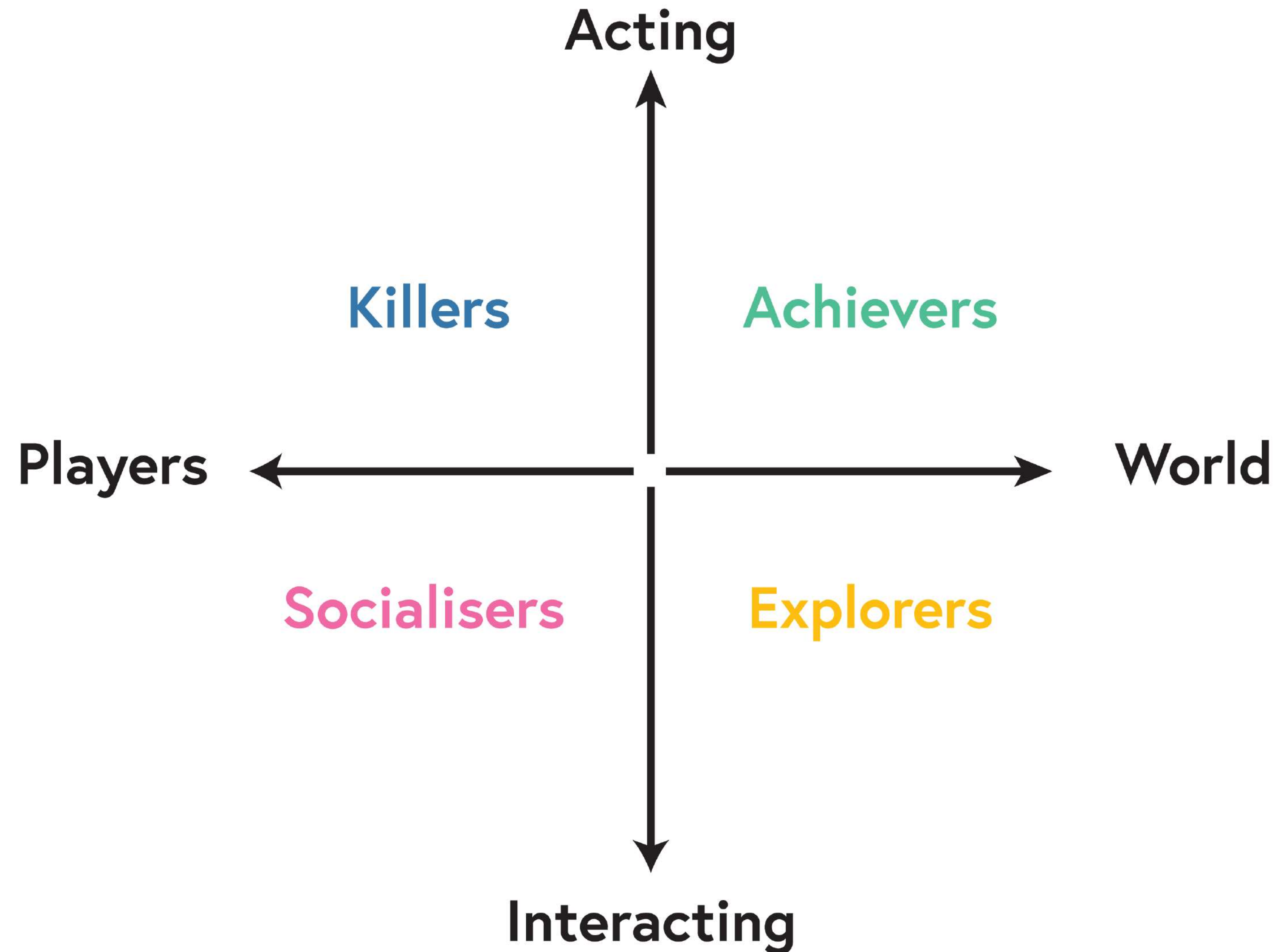
Game Mechanics & Dynamics - How?

Theme - When & Where?

Components - With what?



Types of players





Types of games

Competitive vs Collaborative

Compete - latin "competere" - to come together, to strive together

Randomness vs Strategy



Resource management/Economic games: Catan, Monopoly, Brass





Push Your Luck games: Yams/Yahtzee





Dexterity games: Jenga, Ligretto, Ice Cool



Social Deduction games: Mafia, Saboteur, Secret Hitler





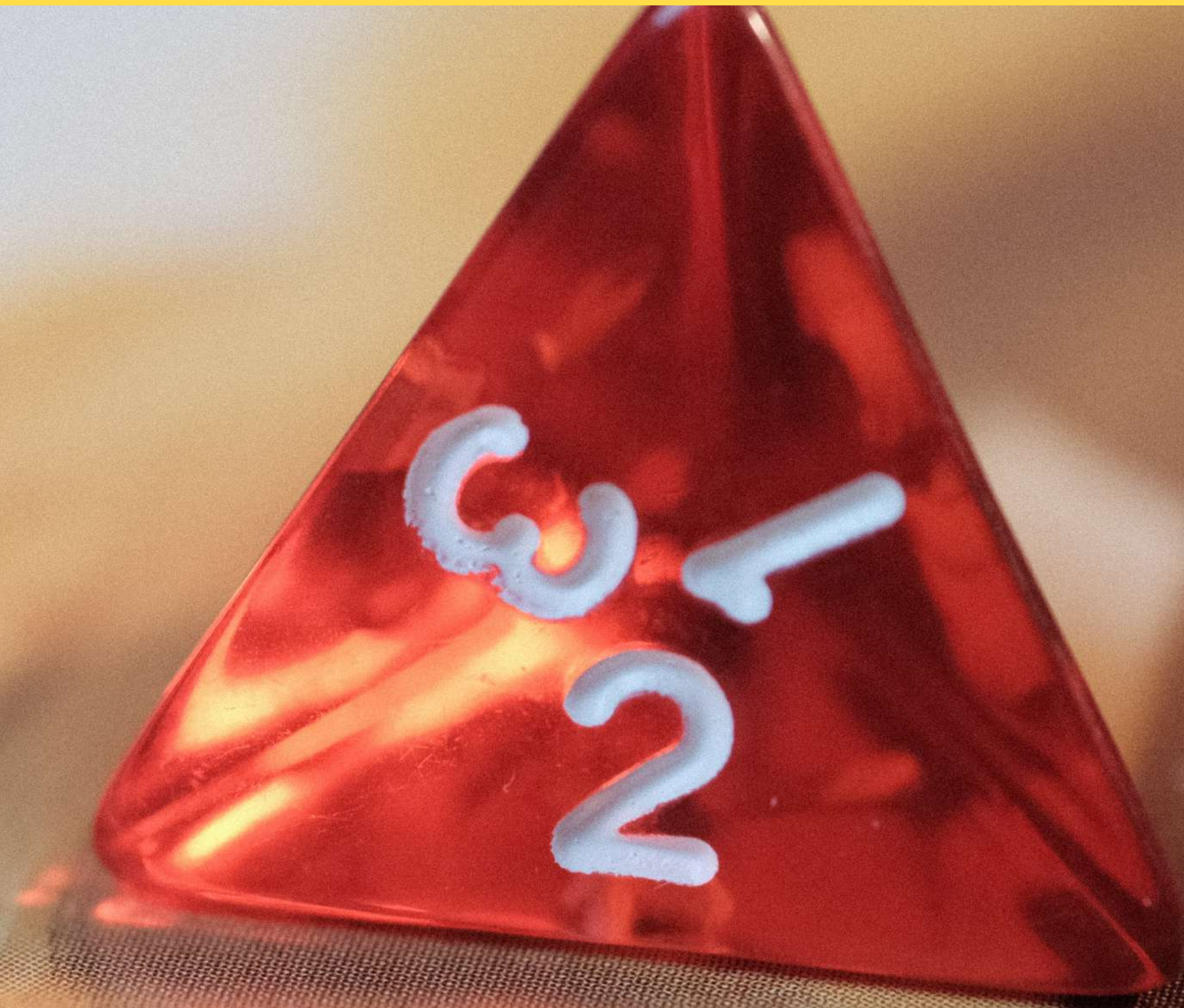
Party (socializing) games: **Activity, Cards against humanity**

*Cards
Against
Humanity*

War games: Game of Thrones, Scythe, Root

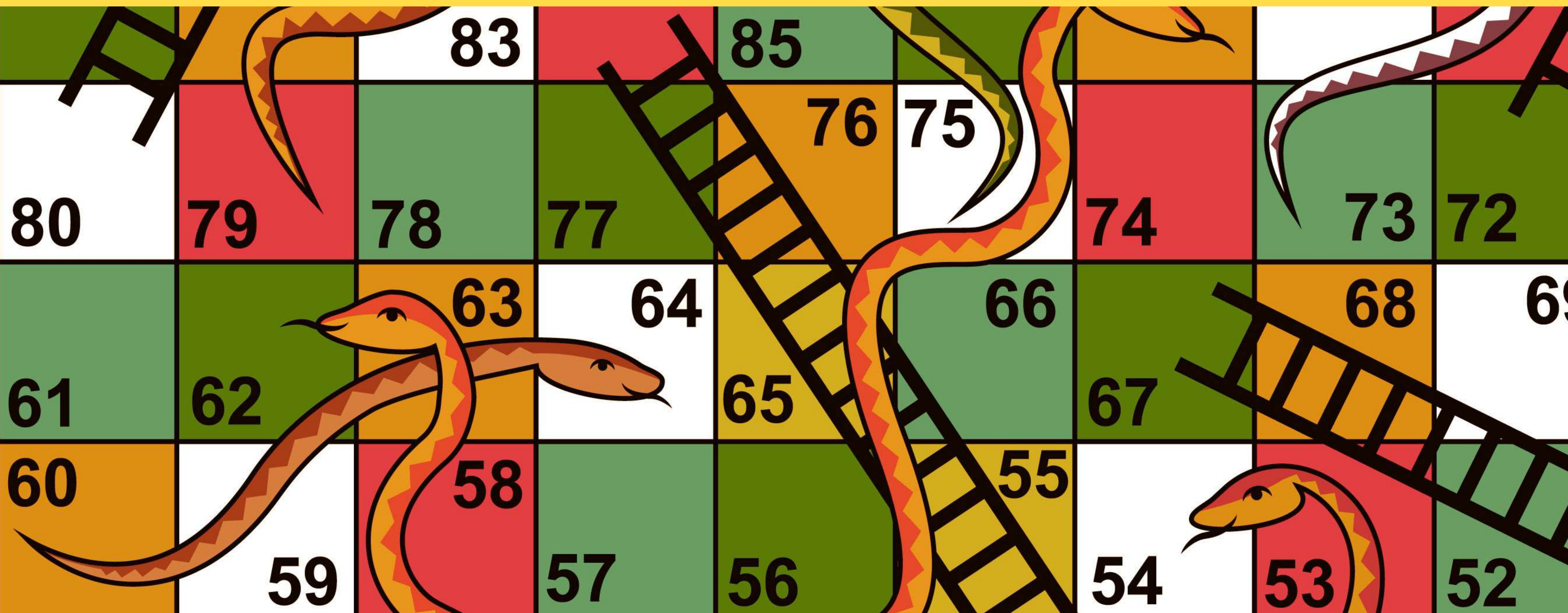


Role Playing Games: Dungeons & Dragons





Racing games: Snakes & Ladders





Types of mechanics

#1 Randomness

Creates short term anticipation:
dice, drawpile (ex. Razboi, Exploding Kittens)



#2 Choice perception

Meaningful choices - during a game, a player makes decisions all the time.



#3 Exchangeable points





#4 Boosters

Obtain something to help you achieve the win state more effectively (ex: items in dungeon crawlers)



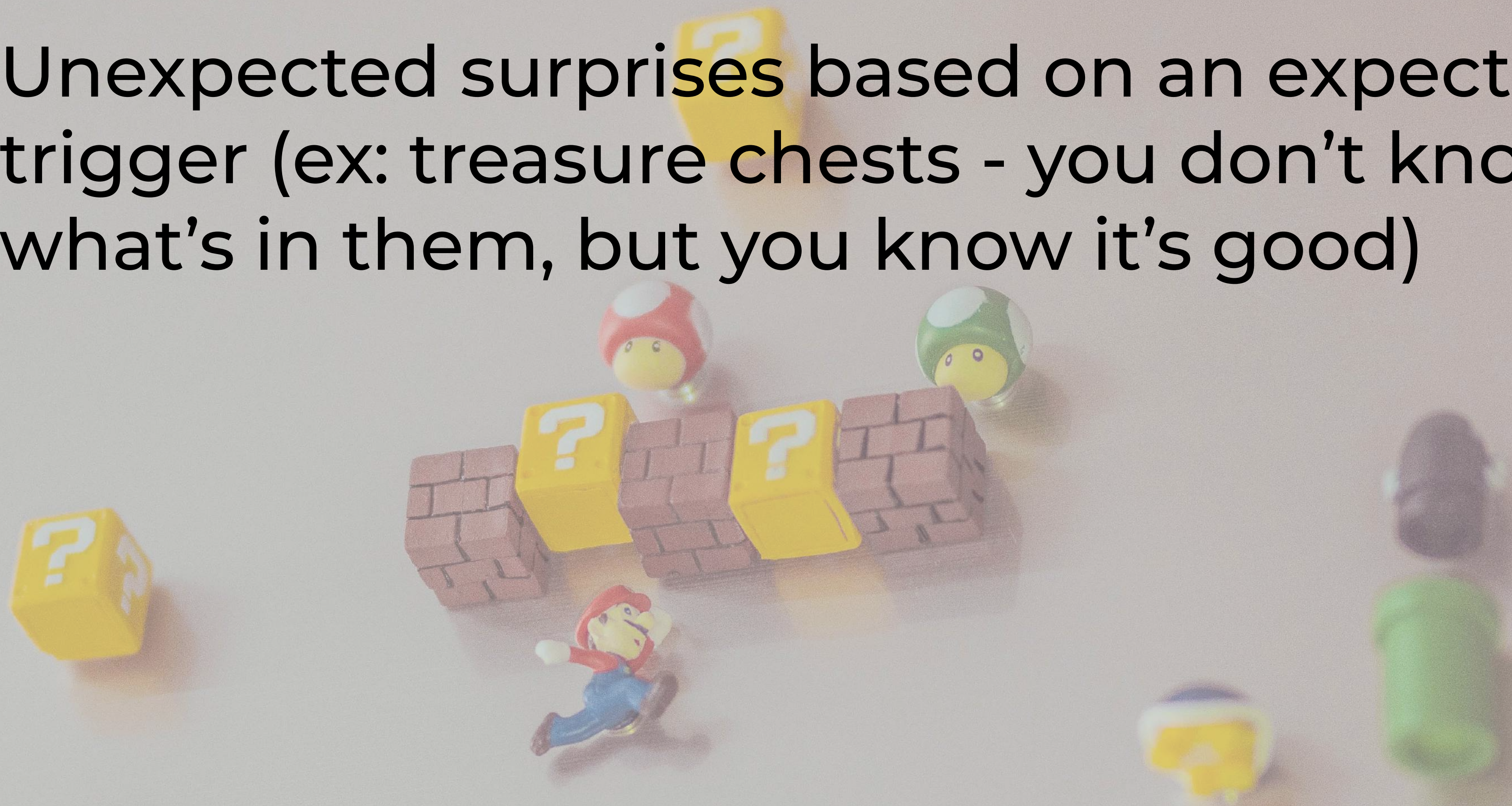


#5 Achievements

The Longest Road in Catan

#6 Mystery boxes

Unexpected surprises based on an expected trigger (ex: treasure chests - you don't know what's in them, but you know it's good)





#7 Set collection

Receive a bonus each time you complete a set. (ex: Chems, armor sets in RPGs, Sushi Go)



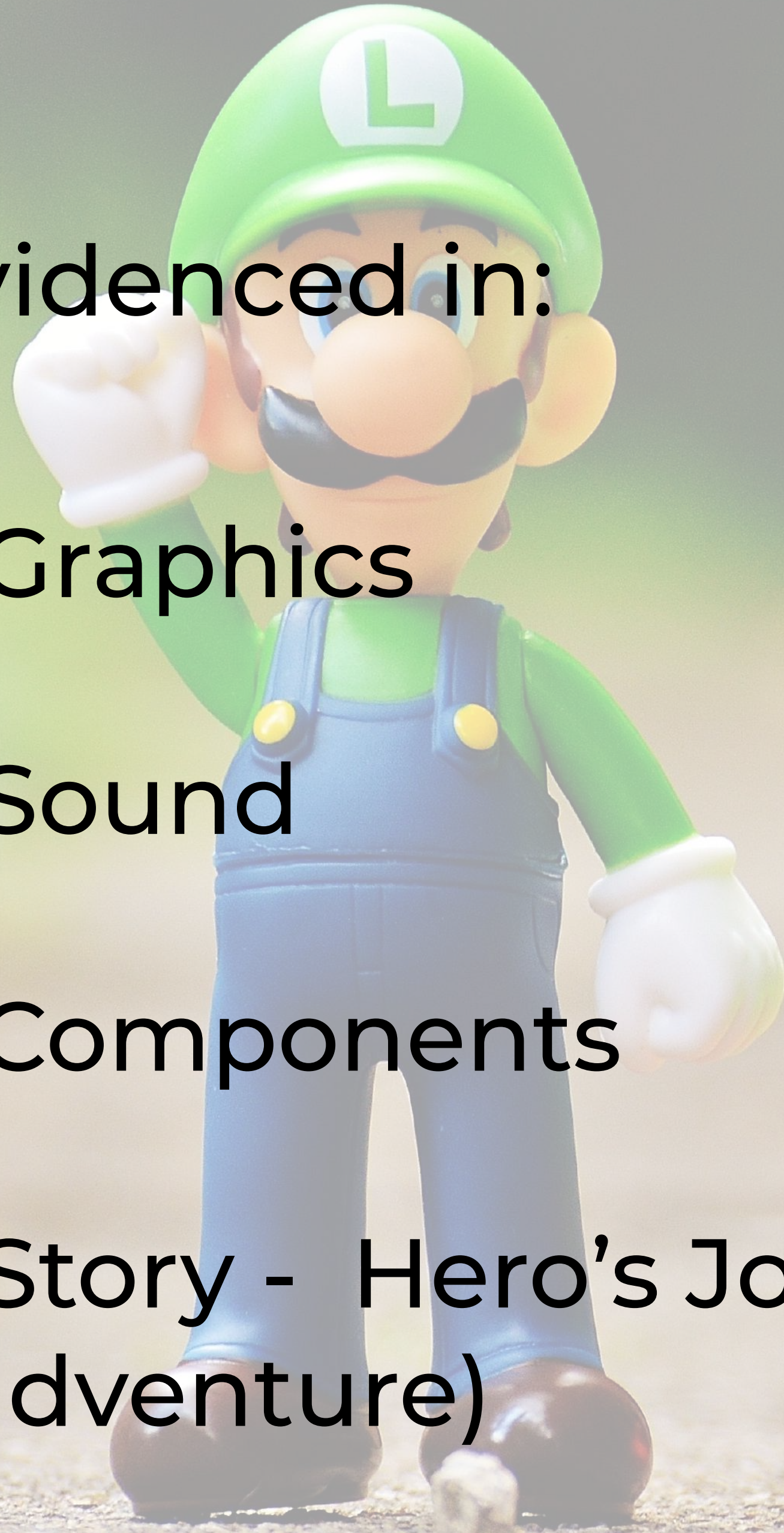
#8 Countdown Timers

Instill urgency. Can be hurtful if used over longer periods of time.
(Activity, Alias, Taboo)

Theme

Evidenced in:

- Graphics
- Sound
- Components
- Story - Hero's Journey (D&D, Choose your own adventure)





Writing rules

- Setup
- Victory/Losing conditions
- Play progression
- Player Actions



Super awesome books to read:

Jane McGonigal:

Reality is broken

Super Better



Yu-Kai Chou:

Actionable gamification

YOU SAYS that will CHANGE the way YOU THINK BRIANNA WIEST

Tristan Donovan:

It's all a game: a short history of boardgames



Round 1: Design - 30 min

Define the **game mechanics** - get inspiration from games you already know how to play.
Make a **first draft** of the game.

Answer these questions:

1. What type of game is most suitable for our team's persona?
2. What is the purpose of this game?
3. How do you play the game? (ex: you throw dice and advance accordingly / you draw cards and answer the challenge etc)
4. What is the winning condition?
5. What triggers the game end?
6. How many people can play the game?



Round 2: Test - 20 min

Focus on these aspects:

1. How clear are the rules for the player?
2. How easy is it for the player to interact with the game?
3. Is the core mechanic enjoyable for the player?



Round 3: Design - 20 min

Integrate the feedback from the test. Refine what needs to be refined

Add a theme to your game:

1. Where & when does the action take place?
2. How is the theme reflected in how the game looks?
3. How does the theme immerse our team's persona inside the game?



Round 4: Test - 20 min

Focus on these aspects:

- 1.** How clear are the rules for the player?
- 2.** How easy is it for the player to interact with the game?
- 3.** Does the theme help or hinder the play experience?



Round 5: Design - 30 min

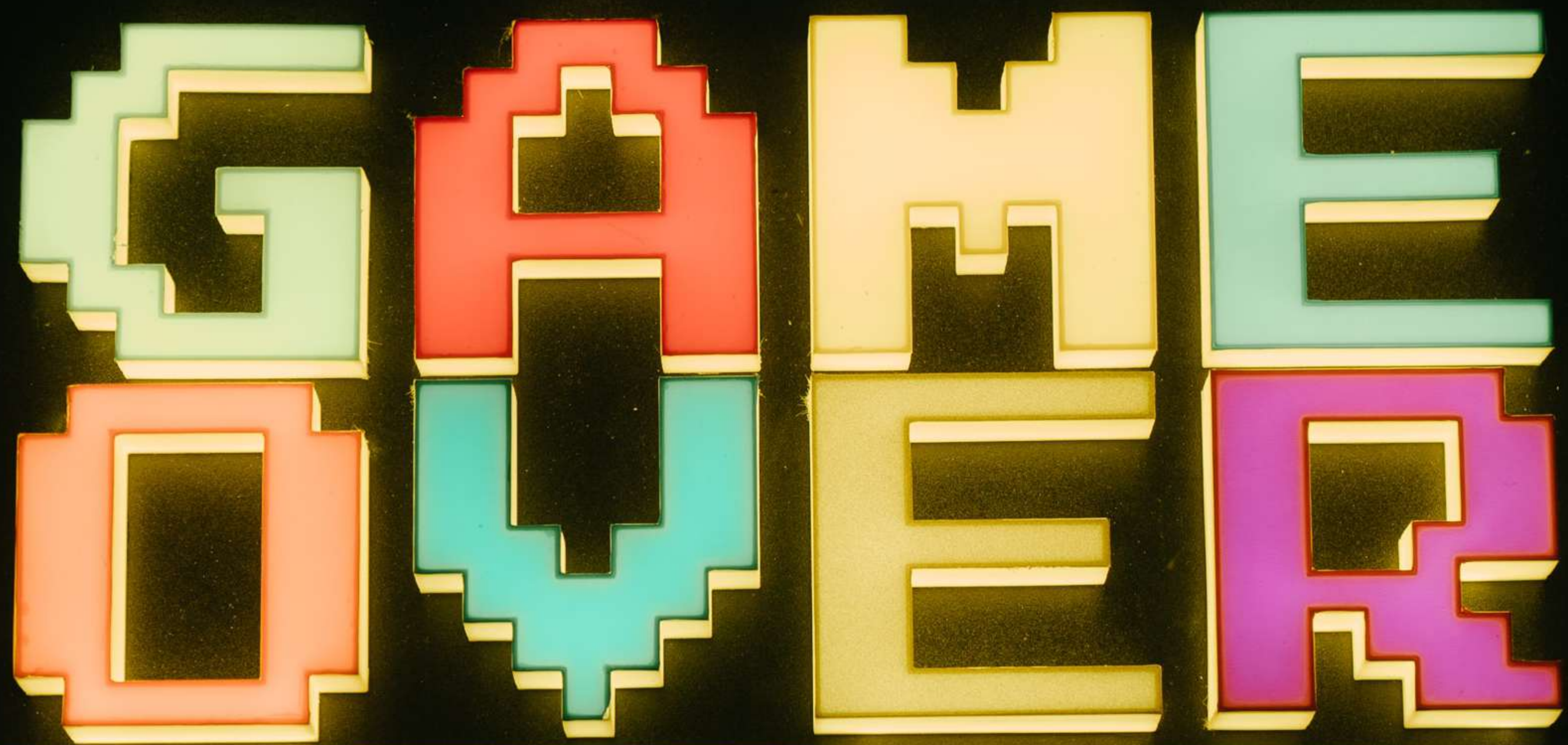
Integrate the feedback from the test. Refine what needs to be refined

Answer these questions:

1. How can the mechanics and the theme be better merged together?
2. How can the game become an experience even better tailored for our team's persona?
3. Prepare the final rule presentation
4. Setup: define exactly how the game is set up, where does each component go?



Round 6: Final test





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