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| **Chapter 6 – Gameplay: Creating the Experience**Rules of Play * Victory Condition
* Loss Condition

Interactivity Modes* Player-to-Game
* Player-to-Player
* Player-to-Developer
* Player-to-Platform

Game Theory* Zero-Sum
* Non Zero-Sum

Challenges * Implicit & Explicit
* Perfect & Imperfect Information
* Intrinsic & Extrinsic Knowledge
* Spatial Awareness
* Pattern Recognition & Matching
* Resource Management
* Reaction Time
* Challenges & Game Goals

Balance* Static
* Dynamic

Economy Gameplay & Documentation |
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