|  | | |
| --- | --- | --- |
| **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 | | |
|  |  | **© 2022 Jeannie Novak** |