



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