Game Design

By key

Engine of Experience

- Mechanics and Event
- Primacy of Emotion
  - Human Values
- Emotional Trigger
  - Learning
  - Character Arcs
  - Challenge ☆
  - Social Interaction
  - Acquisition
  - Music
  - Spectacle
  - Beauty
  - Environment
  - Newfangled Technology
  - Primal Threats
  - Sexual Signals
- The Fiction Layer
- Constructing Experiences
  - Pure Emotion
  - Juxtaposition
  - Antagonistic Emotions
  - Atmosphere
  - Emotional Variation
  - Flow
  - Immersion

Game Crafting

- Elegance
  - Elegance From Emergence
  - Smell of Elegance
    - 要想像不同的設計會有如何的效果. (機制層面)
    - e.g. 一個單位的不同的攻擊方式

- Skill
  - Depth
    - ✳ The Game become dull when it's fully understood.
    - 遊戲的上限 (高手的上限)
  - Accessibility
    - 上手難度 → 受眾人羣
  - Skill Range
  - Skill Without Explicit Goals
  - Stretching Skill Range
    - Easy to learn, Hard to Master
    - Reinvention
    - Elastic Challenges

- Challenges For both new player & Pro Players
  - * Attainable Goals
- Training
  - * Good Training is invisible
  - e.g.
    No Tutorial in the Earily of the Game. The players learn the Game in the very first time of playing by intuition
- Emotional Life Support
  - bo Emotional Trigger 入 Learning
- Difficulty Modification
  - Modify the difficulty of the game automatically
- Handle Failure
- Failure Trap
  - 垃圾時間

- Narrative
  - — Narrative Tools
  - — Scripted Story
    - Soft Scripting
  - — World Narrative
    - World Narrative Methods
    - World Narrative And Interactivity
    - World Coherence
  - — Emergent Story
    - Apophenia
    - Labeling
    - Abstraction
    - Recordkeeping
    - Sportscaster Systems
    - Story Ordering
    - Story Structures
    - Agency Problems
      - Player - Character Motivation Alignment
      - The Human Interaction Problem

- Decision
  - — Feeling the future
    - 玩家感覺作選擇後可能發生的事
    - Predictability
    - Predictability and Predefined Decisions
    - Predictability and AI
      - AI determine more, so the player less

  - — Information Balance
    - Information Starvation
    - Information Glut
    - Way to hide information

  - — Problematic Information Source
    - Fictional Ambiguity
    - Metagame Information
    - Decision and Flow

- Decision Scope
- Avoid Flow Gap
- Avoid Overflow
- Turn-Based Decision Pacing
- Decision Vorition
  - 一場遊戲, 大量選擇使遊戲豐富及不可預測
    - e.g.
      CS hit 了十幾年, 每場 Game 都會面對很多選擇

- **Blance**
  - Decide the games balance for which skill-range player
    - It's impossible to balance game for all skill-range players.

- **Multiplayer**