

Game Design

• Framework

- MDA

- Aesthetics
 - Sensation
 - Fantasy
- Narrative
- Challenge
- Fellowship
- Discovery
- Expression
- Submission

• Game Element

- Player
- Objectives
- Procedures
- Rules
- Resources
- Conflict
- Boundaries
- Outcome

• Player

- Type

- Social
- Killer
- Explorer
- Achiever

• Level Design

- Abstract

Tutorial Flow

Balancing

Environment Design and World Building
AI Design
Puzzle Design
Map Design
Tools/Editor Design
Randomness

- Tutorial

- Teach player's control
 - Introduce mechanic
 - First gameplay impression
- ✖ Feel challenge; Good tutorial is invisible

e.g.



The "?" drive you to jump.

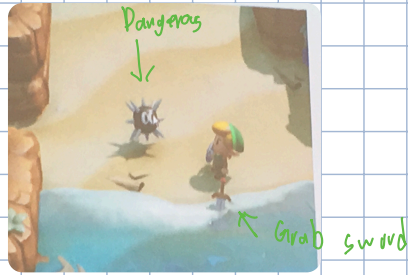
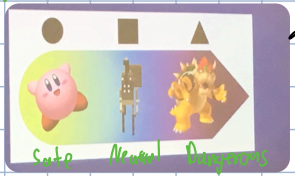
Enemy shape is triangle.

The tube force you to jump.

Naturally make play to eat the mushroom.

- Not just Text
- Use shape, space, lightening, color, sound Naturally.
 - Yellow for warning
 - Green as peace ful
 - Red .. Dangerous

e.g.

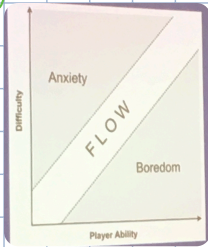


- Pacing

- Description
 - Introduce more mechanics to player from time to time

- Flow

e.g.



- Balancing

- Single Player
 - Challenge fits the player.
- Multiple Player.
 - Balance between unit / resources.

Sound Design

- Mood
- Interface
- Consistency
- Character
- Gameplay

Psychological

- Loss Aversion
 - Player are afraid to lose thing
- Anchor
- Available Heuristic

- Representative Heuristic

- Status Quo Bias

- Preference
- Default

- Hook Model Canvas

- Trigger
 - External
 - Internal
- Action
- Variable Reward
- Investment