Gameplay

Creating the Experience
Definition

• Choices, challenges, or consequences that players face while navigating a virtual environment.

• Gameplay is the story.
• Rules of play – must fit into the story line
• Victory conditions – how the player wins
  – *Battleship* – “sink the opponents ships”
  – *Tetris* – no real victory – just keeps getting more difficult
  – *Civilization IV* – achieving dominance
• Loss conditions – implicit and explicit
  – Implicit – did not exceed the highest score
  – Explicit - died
Interactivity Modes

• Player-to-game
  – Spacial representation, mapping, environment, atmosphere, content

• Player-to-player
  – Multiplayer, cooperation, competition
  – *Scotland Yard* – criminal and detectives

• Player-to-developer
  – Chat rooms and forums

• Player-to-platform
  – Graphics and sound capabilities
Game Theory

- Zero-sum
- Non-zero-sum
  - Prisoner’s Dilemma
    - Reward
    - Punishment
    - Temptation
    - Defeat
  - Tragedy of the Commons
    - Rational decisions lead to irrational results

<table>
<thead>
<tr>
<th></th>
<th>Your partner keeps quiet</th>
<th>Your partner squeals</th>
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<tbody>
<tr>
<td>You keep quiet</td>
<td>1 year</td>
<td>5 years</td>
</tr>
<tr>
<td>You squeal</td>
<td>0 years</td>
<td>3 years</td>
</tr>
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Types of Challenges

- Implicit and Explicit
- Perfect and Imperfect Information
- Intrinsic and Extrinsic Knowledge
- Pattern Recognition and Matching
- Spacial Awareness
- Micromanagement
- Reaction Time
Challenges and Game Goals

- Advancement
- Race
- Puzzle-solving
- Exploration
- Conflict
- Capture
- Chase

- Organization
- Escape
- Taboo
- Construction
- Solution
- Outwit
Balance

• Strategic Balance
  – Obvious Strategies
  – Symmetry
  – Trade-offs
  – Combination
  – Feedback

• Dynamic
  – Destruction
  – Maintenance
  – Restoration

• Economies
Gameplay and Level Design

• Creating the world
• Incorporating the story into the world
• Moves the game play forward