DISCUSSION

FGD – CHAPTER 13

GAMEPLAY
WHAT WAS THIS CHAPTER ABOUT?
WHAT IS FUN?
WHAT MAKES GAMES FUN?
WHAT IS THE HIERARCHY OF CHALLENGES?
WHAT IS ITS UTILITY?
PROS AND CONS OF EXPLICITLY DESIGNING IT?
WHAT DOES THIS DESIGN RULE MEAN?

DESIGN RULE: REWARD VICTORY NO MATTER HOW THE PLAYER ACHIEVES IT!
HOW DO YOU BALANCE SKILL VS STRESS TO MANAGE DIFFICULTY?
WHAT ARE SOME COMMON TYPES OF CHALLENGES?
CONSIDERING GENRE HYBRIDS, ARE ALL TYPES OF CHALLENGES COMPATIBLE?
DESIGN RULE: AVOID TRIAL AND ERROR SOLUTIONS
DESIGN RULE: MAKE IT CLEAR WHEN FACTUAL KNOWLEDGE IS REQUIRED

WHY THESE RULES?

ANY OTHER LOOSE RULES YOU LEARNED ABOUT CHALLENGES?
WHAT IS AN ACTION?
WHY SHOULD YOU LIMIT THE NUMBER OF ACTIONS?
HOW DO YOU GO ABOUT DEFINING YOUR ACTIONS?
PROS AND CONS OF SAVING A GAME?
PROS AND CONS OF SAVING METHODS?

DESIGN RULE: ALLOW THE PLAYER TO SAVE AND RELOAD THE GAME