

A decorative graphic on the left side of the slide, consisting of a network of light blue lines and small circles, resembling a circuit board or a data network. The lines are vertical and horizontal, with some diagonal connections, and the circles are placed at various points along these lines.

# DISCUSSION FGD – CHAPTER 13 GAMEPLAY

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or a network diagram. These lines connect to small white circles, some of which are larger than others. The lines are thin and white, creating a subtle, technical aesthetic.

# WHAT WAS THIS CHAPTER ABOUT?

SUMMARY

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or a network diagram. These lines connect to small white circles, creating a sense of connectivity and technology.

WHAT IS FUN?  
WHAT MAKES GAMES FUN?

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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!

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HOW DO YOU BALANCE SKILL VS STRESS TO  
MANAGE DIFFICULTY?

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WHAT ARE SOME COMMON TYPES OF CHALLENGES?

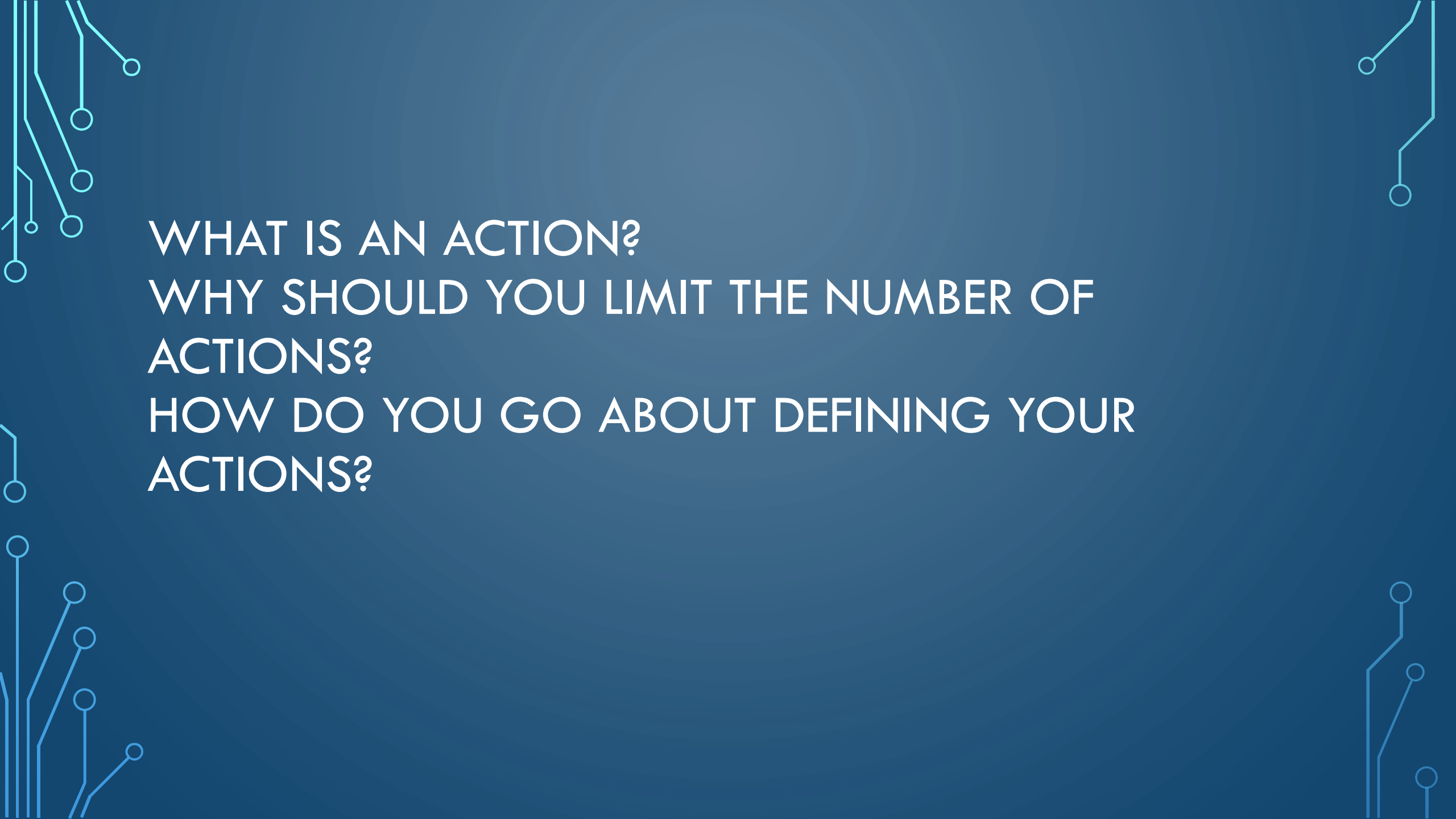
CONSIDERING GENRE HYBRIDS, ARE ALL TYPES OF CHALLENGES COMPATIBLE?

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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?

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WHAT IS AN ACTION?  
WHY SHOULD YOU LIMIT THE NUMBER OF  
ACTIONS?  
HOW DO YOU GO ABOUT DEFINING YOUR  
ACTIONS?



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# PROS AND CONS OF SAVING A GAME? PROS AND CONS OF SAVING METHODS?

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