## DISCUSSION FGD - CHAPTER 14 CORE MECHANICS



## WHAT WAS THIS CHAPTER ABOUT?

SUMMARY

WHAT IS A CORE MECHANIC?
WHAT IS THE DIFFERENCE BETWEEN A RULE AND A CORE MECHANIC?
WHAT IS THE RELATIONSHIP BETWEEN THE CORE MECHANICS AND THE LEVEL DESIGN?

DESIGN RULE: DESIGN THE GAME, NOT THE SOFTWARE

WHAT IS THE RELATIONSHIP BETWEEN CORE MECHANICS AND PROGRAMMING? WHAT LESSONS DID YOU LEARN ABOUT DESIGNING, AND HOW DO THEY RELATE TO PROGRAMMING?

DESIGN RULE: EVERY MECHANIC MUST BE TESTED

WHAT ARE EXAMPLES OF INTERNAL ECONOMIES IN GAMES YOU HAVE PLAYED? PROGRESSION MECHANICS? TACTICAL MANEUVERING MECHANICS? SOCIAL INTERACTION MECHANICS?

WHAT ARE DESIGN CONSIDERATIONS AROUND THEM?

DESIGN RULE: PROVIDE A MEANS TO BREAK DEADLOCKS



## WHAT IS THE ROLE OF RANDOM NUMBER GENERATION IN GAMES? LESSONS LEARNED?

ANYTHING ELSE TO NOTE FROM THIS CHAPTER?

