WHAT WAS THIS CHAPTER ABOUT?

SUMMARY
HOW IS GAME BALANCE DEFINED? HOW IS THIS DEFINITION DIFFERENT DEPENDING ON TYPE OF GAME?
WHAT IS A PLAYER STRATEGY? WHAT IS A DOMINANT STRATEGY, AND WHY SHOULD THEY BE AVOIDED?

HOW CAN YOU AVOID THEM?

DESIGN RULE: DIFFERENTIATE ALL YOUR UNITS

DESIGN RULE: TEST THOROUGHLY TO ELIMINATE DOMINANT STRATEGIES
WHAT ADVICE DID YOU LEARN ABOUT MAKING PVP AND PVE GAME FAIR? WHAT ARE SOME EXAMPLES OF WELL BALANCED AND POORLY BALANCED GAMES, WHY?
CONCERNING DIFFICULTY, WHAT SHOULD YOU/SHOULD YOU NOT CONCERN YOURSELF WITH?

HOW DO YOU LEVERAGE THIS TO CREATE A DIFFICULTY PROGRESSION?

DESIGN RULE: DON'T JUMP DIFFICULTY FROM LEVEL TO LEVEL
WHAT ARE THE PROS AND CONS OF DIFFICULTY MODES AND DYNAMIC DIFFICULTY ADJUSTMENT?

DESIGN RULE: EASY MODE MEANS EASY!
WHAT IS POSITIVE FEEDBACK? WHY INCLUDE IT IN A GAME? HOW DO YOU CONTROL FOR IT?
WHY SHOULD YOU AVOID STALEMATE?
TRIVIALITIES?
HOW DOES THE CONTENT OF THE CHAPTER RELATE TO GAME IMPLEMENTATION? LESSONS LEARNED?

ANYTHING ELSE TO NOTE FROM THIS CHAPTER?
FREE TIME