A decorative graphic on the left side of the slide, consisting of a network of light blue lines and circles that resemble a circuit board or a neural network. The lines are vertical and horizontal, with some diagonal connections, and the circles are small and white with blue outlines.

# DISCUSSION FGD – CHAPTER 15 GAME BALANCING

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 image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines that turn at right angles and terminate in small circles, resembling electronic components or nodes on a board. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

HOW IS GAME BALANCE DEFINED? HOW IS THIS DEFINITION DIFFERENT DEPENDING ON TYPE OF GAME?



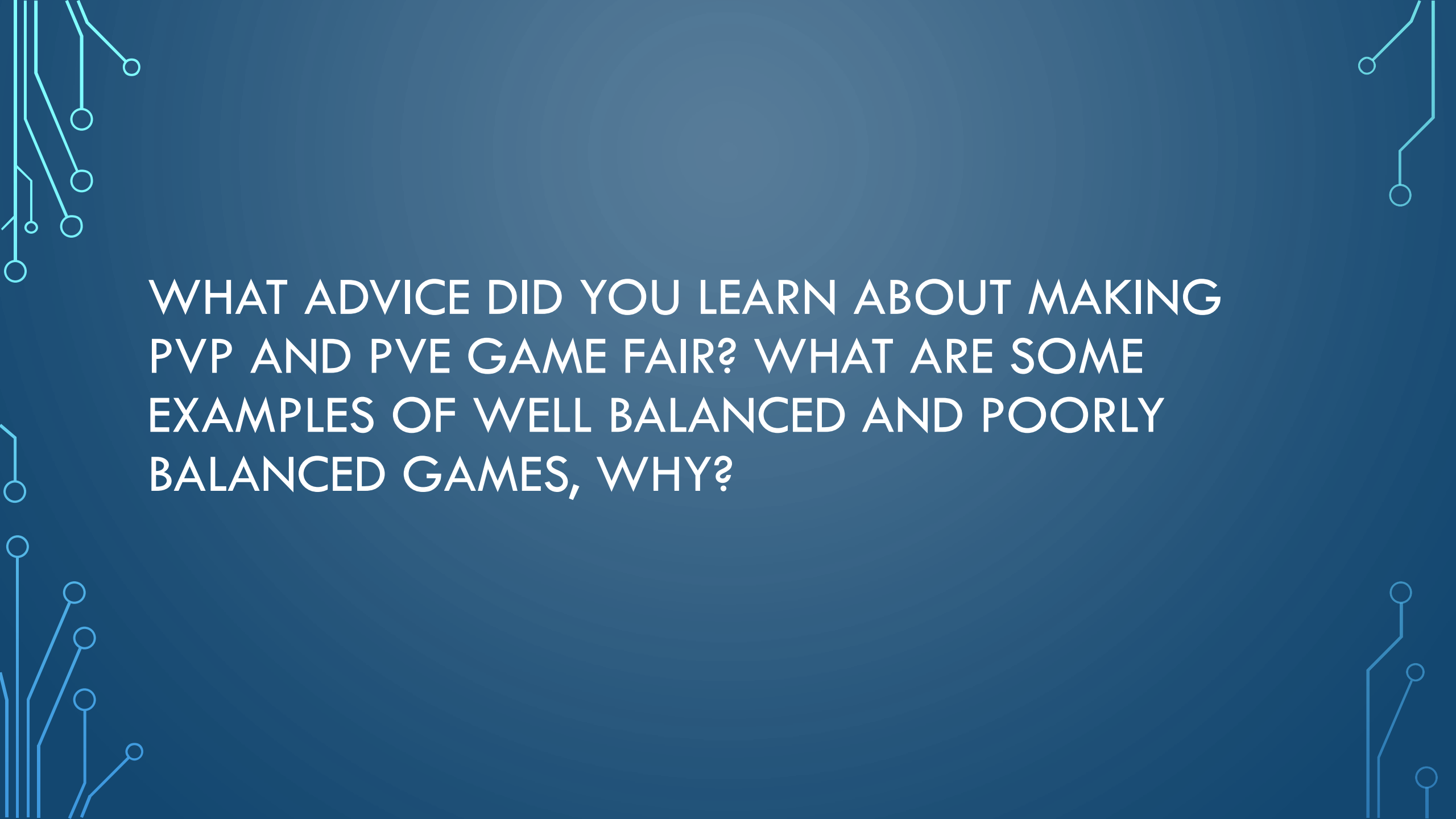
WHAT IS A PLAYER STRATEGY? WHAT IS A  
DOMINANT STRATEGY, AND WHY SHOULD THEY BE  
AVOIDED?

HOW CAN YOU AVOID THEM?

DESIGN RULE: DIFFERENTIATE ALL YOUR UNITS

DESIGN RULE: TEST THOROUGHLY TO ELIMINATE DOMINANT STRATEGIES



The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines and small circles, resembling electronic components or connections. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

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



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 sharp, creating a clean, technical aesthetic.

# WHAT ARE THE PROS AND CONS OF DIFFICULTY MODES AND DYNAMIC DIFFICULTY ADJUSTMENT?

DESIGN RULE: EASY MODE MEANS EASY!

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 POSITIVE FEEDBACK? WHY INCLUDE IT IN  
A GAME? HOW DO YOU CONTROL FOR IT?



The background is a solid dark blue color. In the four corners, there are decorative white line-art patterns that resemble circuit board traces or neural network connections. These patterns consist of thin lines that branch out and terminate in small circles, creating a sense of connectivity and technology.

WHY SHOULD YOU AVOID STALEMATE?  
TRIVIALITIES?

The background is a solid dark blue color. In the four corners, there are decorative white line-art patterns that resemble circuit traces or a stylized tree structure. These patterns consist of thin lines that branch out and terminate in small circles, creating a sense of connectivity and digital structure.

# HOW DOES THE CONTENT OF THE CHAPTER RELATE TO GAME IMPLEMENTATION? LESSONS LEARNED?

ANYTHING ELSE TO NOTE FROM THIS CHAPTER?

The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines of varying lengths and angles, ending in small white circles, resembling electronic components or nodes on a board. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners.

**FREE TIME**