Game Development Essentials: An Introduction
Third Edition

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Chapter 6
Gameplay
creating the experience
Key Chapter Questions

■ How are a game’s challenges and strategies associated with gameplay?
■ What are interactivity modes and how do they relate to gameplay?
■ What is the relationship between gameplay and story?
■ What is the difference between static and dynamic balance?
■ How can the Prisoner’s Dilemma and the tragedy of the commons be applied to cooperative gameplay?
Rules of Play

Victory Conditions

Wii Fit Plus
Rules of Play
Loss Conditions

Torment
Interactivity Modes
Player-to-Game

Tekken 6
Interactivity Modes
Player-to-Player

Cryptic Studios

Star Trek Online
Interactivity Modes

Player-to-Developer

Electronic Arts

The Sims 3 official player forums
Interactivity Modes
Player-to-Platform

Wii remotes
Game Theory
Zero-Sum

Chess
Game Theory
Non Zero-Sum

Guitar Hero 5

Activision
Game Theory
Non Zero-Sum
Prisoner’s Dilemma

Diagram by Per Olin

You

Keep Quiet

Keep Quiet
1 Year
0 Years

Squeal
5 Years
3 Years

Your Partner

Keep Quiet
Squeal
Game Theory
Non Zero-Sum
Tragedy of the Commons

Everyone on a ship stops rowing.

Everyone stops to look at an accident.
Challenges
Implicit & Explicit

Need for Speed: Shift (explicit, left; implicit, right)
Challenges
Perfect & Imperfect Knowledge

Backgammon

Poker

Illustration by Ben Bourbon
Challenges
Intrinsic & Extrinsic Knowledge

Hothead Games

Braid

Mojang AB

Minecraft
Challenges
Spatial Awareness

Mystic Mine
Challenges
Pattern Recognition & Matching

Chuzzle
Challenges
Resource Management

Electronic Arts

FIFA Manager 11
Challenges
Reaction Time

Prince of Persia: Warrior Within
Challenges
Challenges & Game Goals

- Advancement
- Race
- Analysis
- Exploration
- Conflict
- Capture
- Chase
- Organization
- Escape
- Taboo
- Construction
- Solution
- Outwit
Balance

Static Balance

Obvious Strategies

Warhammer 40,000: Dawn of War II
Balance
Static Balance
Symmetry

Transitive Relationship

Royalty → Merchant → Peasant
Balance
Static Balance
Symmetry

Intransitive Relationship
(Rock-Paper-Scissors)
Balance

Static Balance

Trade-Offs

Crysis 2

Electronic Arts / Crytek
Balance
Static Balance
Combination

Advance War: Dual Strike
Balance

Static Balance

Feedback

SimCity Deluxe
Balance
Dynamic
Destruction

Red Faction: Guerrilla
Balance
Dynamic Maintenance

Farm Town
Balance
Dynamic
Restoration

Take-Two Interactive

BioShock
Summary

■ Rules of Play
■ Interactivity Modes
■ Game Theory
■ Challenges
■ Balance
■ Economies
■ Gameplay & Documentation