

GAME DESIGN

All games have rules players follow to reach their goal. The rules of a game let players know what actions they can take, which play pieces they can use, and what play space they play in as they try to reach the game's goals.

Players

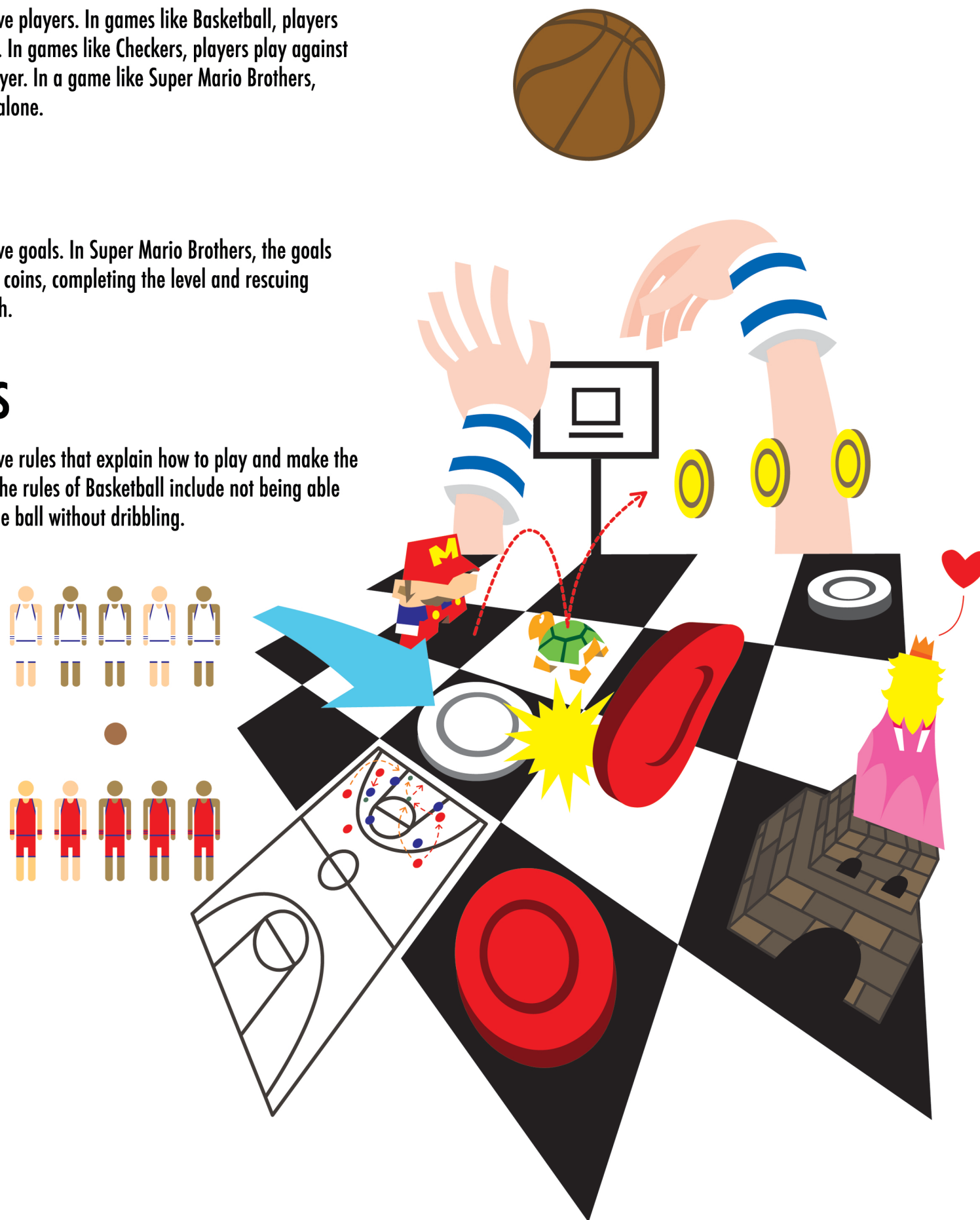
All games have players. In games like Basketball, players are on teams. In games like Checkers, players play against one other player. In a game like Super Mario Brothers, players play alone.

Goal

All games have goals. In Super Mario Brothers, the goals are collecting coins, completing the level and rescuing Princess Peach.

Rules

All games have rules that explain how to play and make the game 'fun'. The rules of Basketball include not being able to run with the ball without dribbling.



Actions

Actions are the things players do to reach the game's goals. In Checkers, the actions include moving your play pieces and capturing your opponent's play pieces.

Decisions

Decisions are the choices players make during the game. In Super Mario Brothers, decisions include whether to jump over or on enemies.

Play Pieces

Play pieces are the object used in a game. In Checkers, the play pieces are the red and white discs.

Play Space

The play space is the boundaries of the game. In Basketball, it is the court.

Competitive & Cooperative Play

In competitive games, players compete against one another. Checkers is an example of competitive play. In cooperative games, players work together to achieve the goals of the game. In Basketball, teammates play cooperatively to win the game.