

GAME DESIGN + MAKING DECISIONS

How will players choose to go about advancing and/or winning?

<p>CHANCE / LUCK: MANAGING ODDS AND PROBABILITY</p>	<p>SKILL: BRAIN POWER</p>
<p>DICE</p> <ul style="list-style-type: none"> • multifaceted bit with a known set of numbers on it 	<p>OBVIOUS DECISIONS</p> <ul style="list-style-type: none"> • The most effective option is right in front of you.
<p>CARDS</p> <ul style="list-style-type: none"> • a known set of options that can be sorted to manipulate probability 	<p>MEANINGLESS DECISIONS</p> <ul style="list-style-type: none"> • All decisions reroute to the same outcome
<p>RANDOM-NUMBER GENERATORS</p> <ul style="list-style-type: none"> • other means of generating a currently-unknown result 	<p>BLIND DECISIONS</p> <ul style="list-style-type: none"> • Gambling; one option is the same as any other, at least at the beginning.
<p>HIDDEN INFORMATION</p> <ul style="list-style-type: none"> • something that either: <ul style="list-style-type: none"> ◦ no-one knows, or ◦ one doesn't know, but another player does 	<p>TRADEOFFS</p> <ul style="list-style-type: none"> • Auctions • Purchases • Limited-Use Abilities • Dynamic Limited-Use Abilities (pay more to do more at once) • Explicit Choices • Limited Actions • Trading & Negotiation
<p>OTHER GAME BITS/MECHANICS</p> <ul style="list-style-type: none"> • Spinners • The "Hulk Rager" • A closed bag (a kind of deck of cards) • Choose-Your-Own Adventure Books • ??? 	<p>DILEMMAS</p> <ul style="list-style-type: none"> • The Prisoner's Dilemma • Time Limits
	<p>RISK-VS-REWARD TRADEOFFS</p> <ul style="list-style-type: none"> • Safe Move & Small Win vs. Risky Move & Big Win

THE INFLUENCE OF LUCK AND SKILL CAN CHANGE OVER TIME

The more you play something, the more patterns, concepts, best-choices, and common outcomes may be revealed.

- The Blue Properties in Monopoly
- Placing Large Pieces in Blokus
- Card Combos in Dominion & Thunderstone
- Vulnerable spaces in Backgammon
- Poker
- Crokinole / Catacombs / Tiddlywinks
- What are some examples you can think of where more skill can outweigh luck over time???