# THE DYNAMIC LAYER

# Topics

# Topics

- **The Dynamic Layer**

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- **The Dynamic Layer**

- **The Role of the Player**

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- **Emergence**

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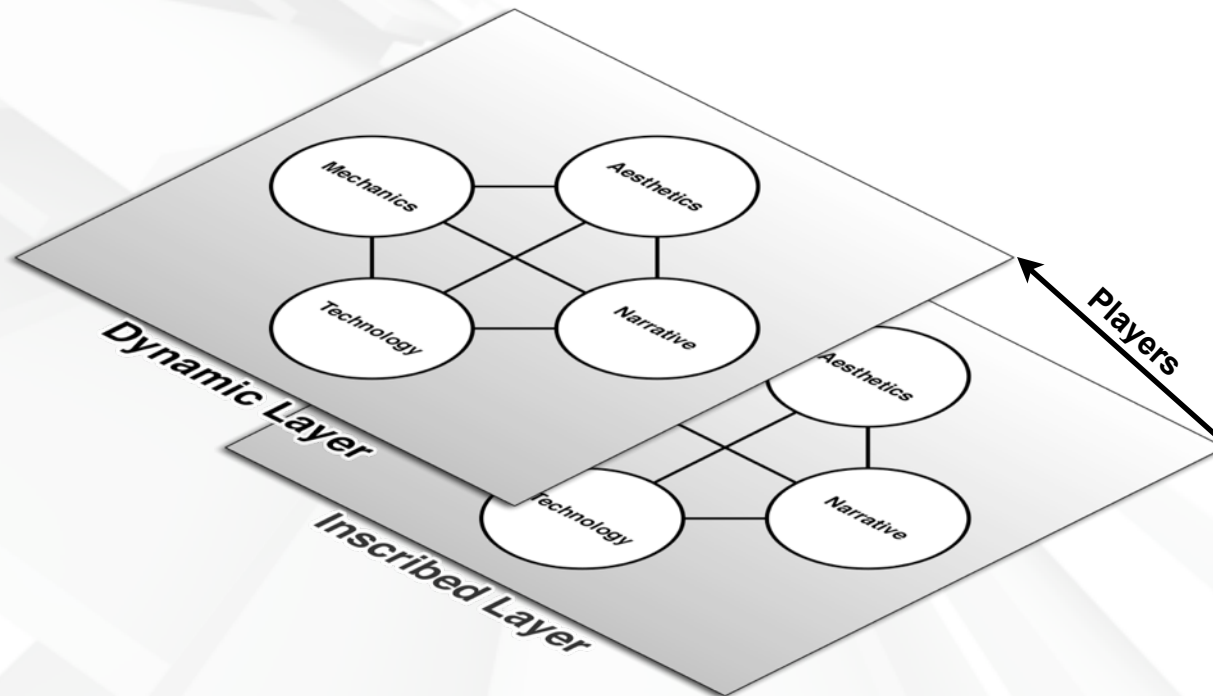
Play, strategy, and meaningful player choices all emerge in this layer.
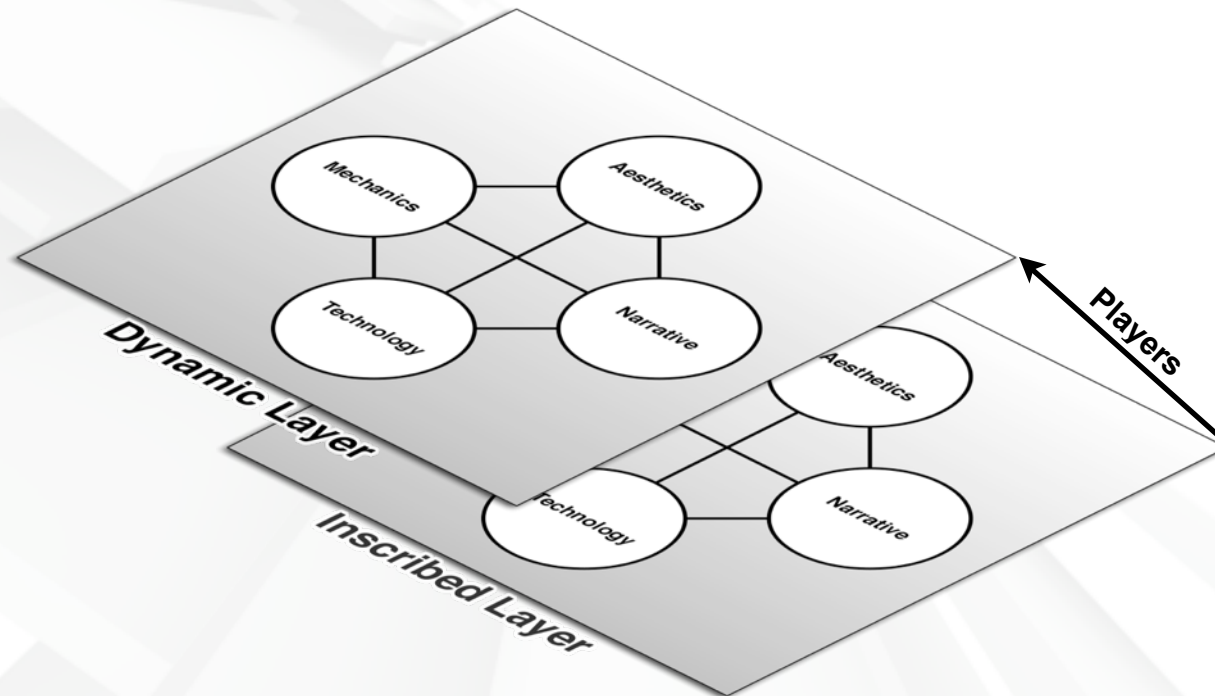
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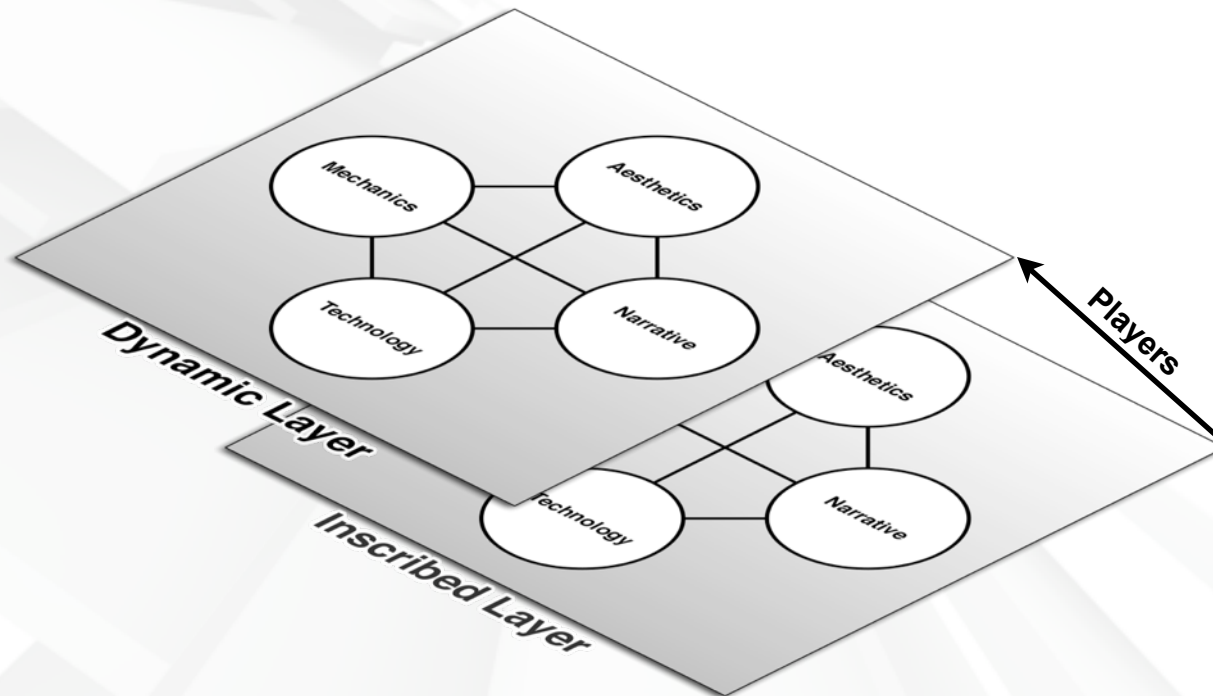
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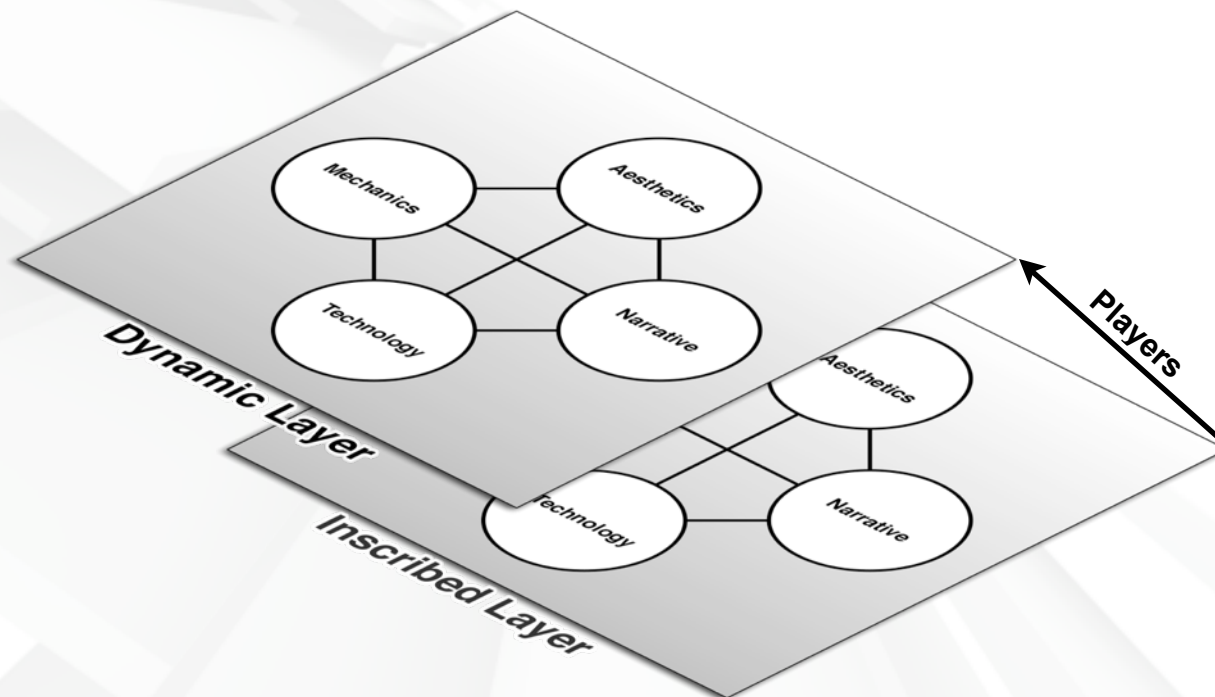- **A game isn't a game unless someone is playing it**

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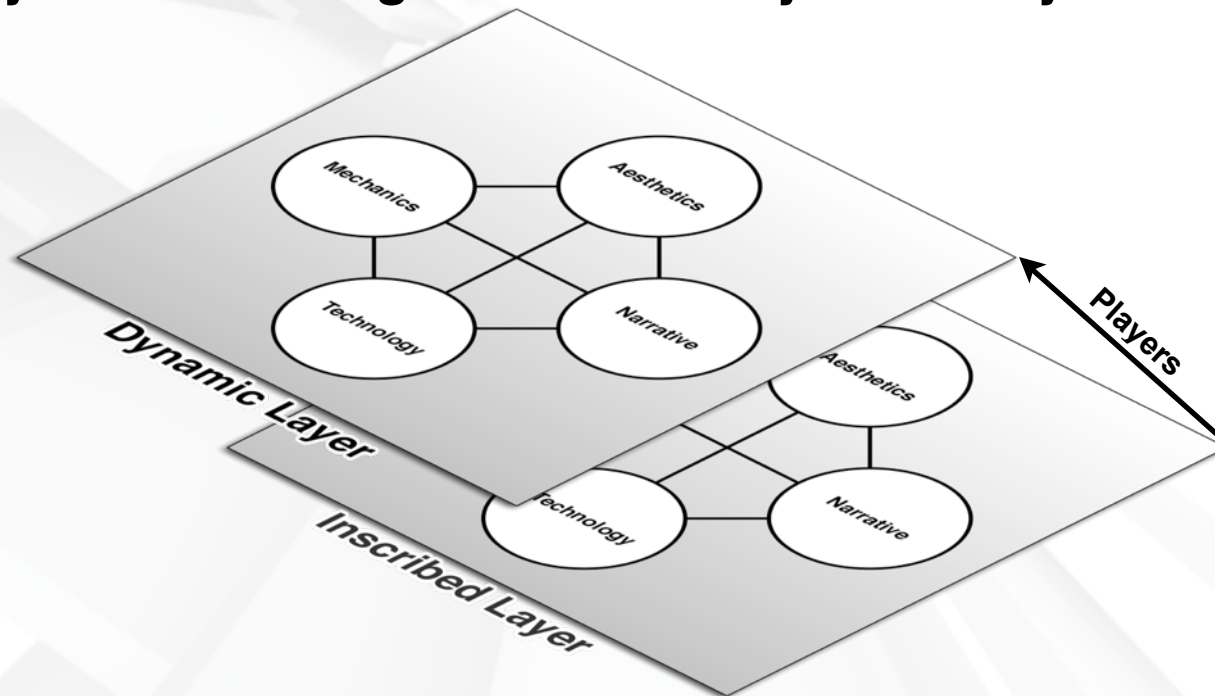
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  - **Playtesting is a critical tool for helping the designer discover this range**

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        • Passing GO and collecting $200 in *Monopoly*

        • Bluffing in *Poker* – Though this is not specifically described in the rules of the game, it is a common procedure

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  - **If actions do not appear to the players to be meaningful, players can often lose interest in the game**

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      - Make some complementary and others mutually exclusive

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  - **Many player's first foray into game design!**

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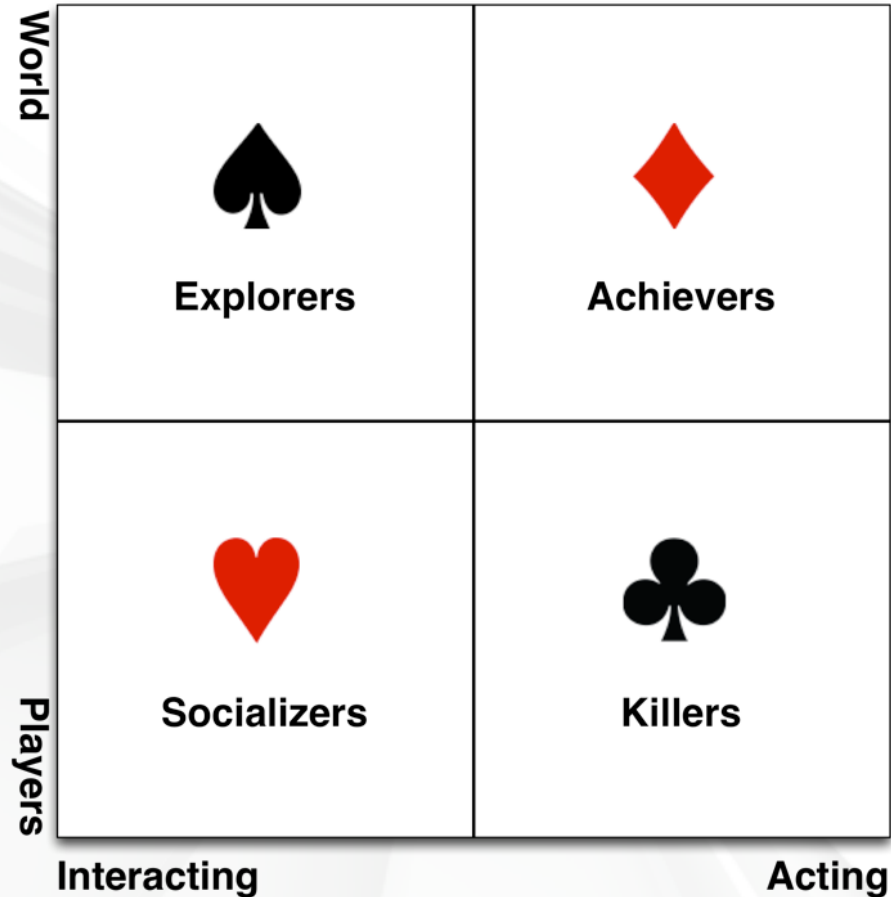
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**Bartle's types in a 2x2 continuum**

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    - **Spoilsport** - Doesn't care about winning. Wants to ruin game.

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    - **Final** - The outcome that ends the game
      - Death is often not a final outcome
      - Some games (like pen and paper RPGs) often lack a final outcome

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  - **Environmental Aesthetics**
    - The aesthetics of the environment in which the game is played

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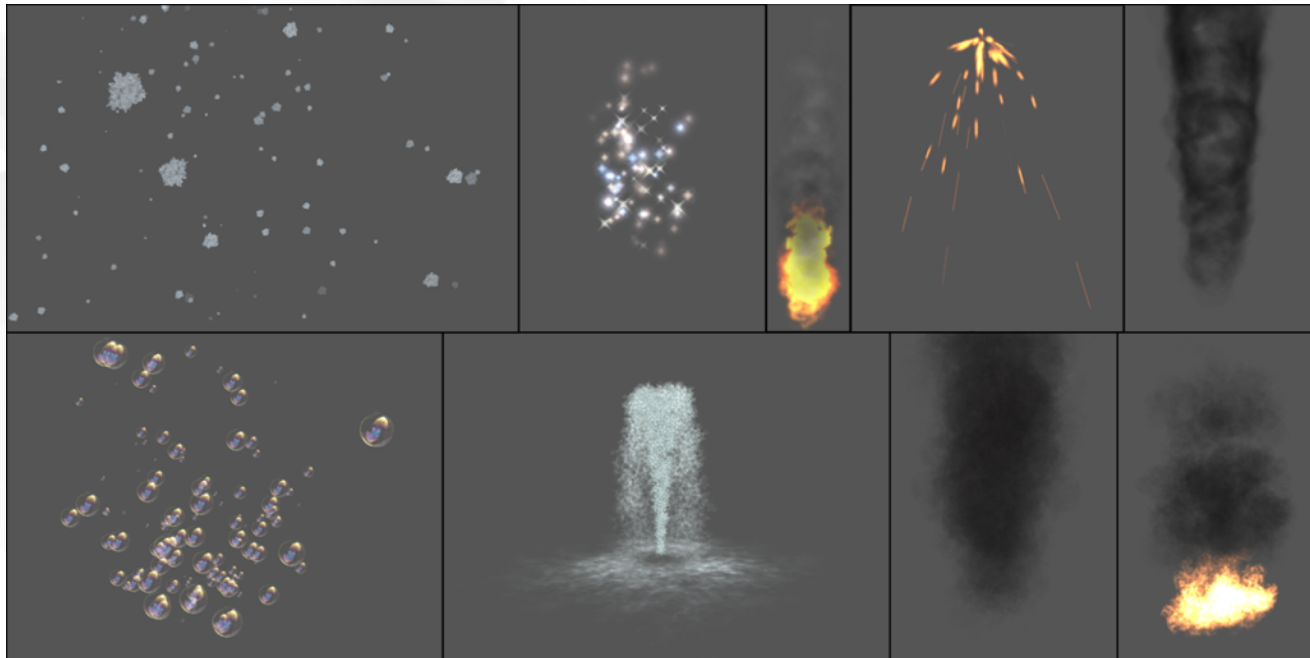  - Visual Examples

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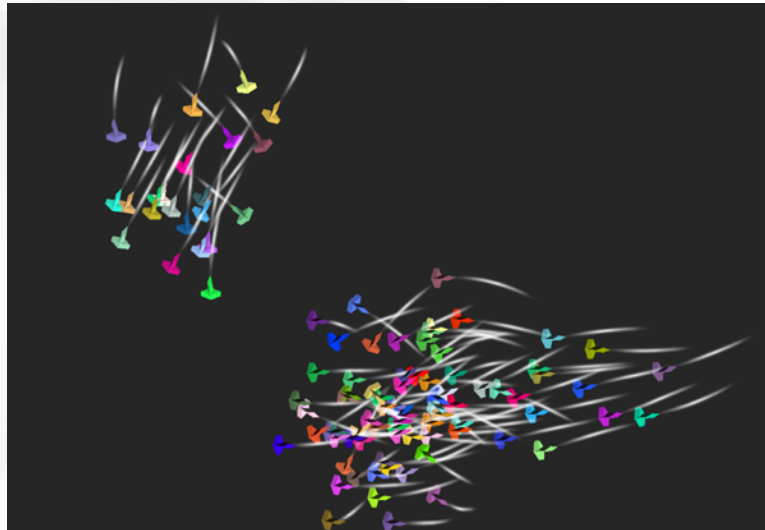# The Dynamic Layer: Aesthetics

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