



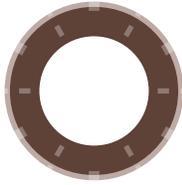
WORKBOOK



Instructions on how to use our frameworks

GAME MASTER FRAMEWORK

DYNAMICS



DYNAMICS

Game dynamics are the system on itself. The core difference between one game and the next one. They are defined as actions through which the players interact with the system. The limits and definitions of each dynamics are determined by the mechanics.



NARRATIVE

A tool that gives a concrete sense of direction to all actions of the player. What's the point? Why are the players here?



ENVIRONMENT

The emotions and ambiance the players experience. How do the players feel?



WIN STATE

There are games that can't be beaten, however, there must be an indication of success. When can the player call a win or a defeat? How does the game end?



PROGRESSION

The player must know in which part or moment of the system they are and how to advance or retreat. Which way is forward? Where is the player?



RELATIONSHIPS

It's important to define the interaction between players and the system. How do the players play?



BOUNDARIES

You can't have a game without limits to the player in terms of time and space. The core difference between play and game. Where does it start and when does it end? How long can I play?

GAME MASTER FRAMEWORK

MECHANICS/ELEMENTS



GAME MECHANICS OR ELEMENTS

Game mechanics/elements are the rules of the game that define the interaction between the players and the system. Using the colors you can visualize which mechanics/elements correspond to what category and, at the same time, what dynamic the correspond to.

STORY

Narrative where the player has a specific role to play. Players progress playing said role.

"If you want a happy ending, that depends, of course, on where you stop your story."

Orson Welles

OBJECTIVES

A type of narrative defined by a set of challenges or tasks in order to progress.

"My comfort zone is like a little bubble, and I've pushed it in different directions and made it bigger and bigger until those objectives that seemed totally crazy eventually fall within the realm of the possible."

Alex Hornold

COOPERATION

An environment where players need or use the help from others in order to progress.

"We all do better when we work together. Our differences do matter, but our common humanity matters more."

Bill Clinton

COMPETITION

An environment where players must defeat or perform better than others in order to progress.

"I have been up against tough competition all my life. I wouldn't know how to get along without it."

Walt Disney

POINTS

Victory defined by a point count that allows tracking of progress of the players or any other game mechanic.

"Fifty?" Harry gasped. "Fifty points each," said Professor McGonagall.

J.K. Rowling

GOAL

Victory defined by finishing a task or achieving certain behavior without caring about points or levels.

"People with goals succeed because they know where they're going."

Earl Nightingale

LINEAR

Progression that the player feels in one direction and offers no alternative path to achieve the goal.

"Education is the premise of progress, in every society, in every family."

Kofi Annan

ALTERNATIVE

Progression achieved from different directions and multiple paths.

"Some people don't like change, but you need to embrace change if the alternative is disaster."

Elon Musk

PLAYERS

A permanent relationship between players that allows them to attempt and overcome challenges together.

"How other people treat you is their karma; how you react is yours."

Wayne Dyer

SOLO

The relationships between the player and the system. A set of mechanics that define the player based on its merits.

"The best part about being alone is that you really don't have to answer to anybody. You do what you want."

Justin Timberlake

SPACE

The place or places where the players play.

"The Universe is under no obligation to make sense to you."

Neil deGrasse Tyson

TIME

How long can the players play.

"I don't want to miss out on the chance of having a good time."

Victor Webster

+41 MORE

41 additional game mechanics and elements

"Life is a like a game. The thing is, when we grow up, we can play for real."

Stemendo Letayf

