

What Makes a Level a Level in a Game?

Objectives:

Capture: take or destroy something of opponents while avoid capture
Chase: run after or elude opponent
Race: reach goal
Alignment: arrange game pieces in special order
Rescue / escape: get defined unit to safety
Forbidden act: get competition to break rules
Construction: build, manage assets/objects
Exploration: adventure / RPG like
Solution: solve problem / puzzle / mystery
Outwit: use of information / multi-player (trivia)

Procedures: methods of play and game actions

Rules: implicit and explicit (written down)

Resources:

- lives
- Health
- Currency
- Actions (moves / turns)
- Power ups
- Inventory
- Units (mostly in strategy games where there is not just a main centralized character but many controllable characters)
- Special terrain (game board)
- Time
- Conflict (you can only indirectly meet your goals – rules make goal meeting difficult)
- Obstacles
- Opponents
- Dilemmas (choices)

Boundaries

Outcome