

GAME DESIGN – DAY 3

Explain each of the following terms and how they relate to games.

1. Goal

2. Chance

3. Skill

Answers

1. Answers will vary. Games should have a goal that players need to achieve. There may be methods to increase the difficulty or vary the skill level, or obstacles that make achieving the goal more difficult.
2. Answers will vary. Chance plays a role in many games, like rolling dice or drawing cards. Games that rely on skill are not ones you can become good at.
3. Answers will vary. Skill can be developed in some games by practice or strategy. Games of skill often still incorporate an element of chance, but not always.