Features of a Game

- Rewarding the winner (runaway leader) vs. rewarding the loser (catch-up mechanism)
- Mechanisms vs. theme
- Accessibility (simple vs. complex)
- Chance vs. skill, or randomness vs. determinism
- Playing time, pace/downtime issues
- Competitive vs. social
- Aesthetics
- Hidden vs. public information
- Number of strategic options / choices at any given point in the game

Features of a good game

- Enjoyable even if you lose
  - Winning isn’t all the fun
- Fair, balanced
  - Everyone starts with the same chance to win
- Motivation to want to win
  - Challenging to overcome, stakes, accomplishment
  - Finding out what happens in the story
  - Something in the game to work against (opponents or challenges in the game)
- Opportunity to plan a strategy, makes you think
- Having a good story
- Accessible
- Well-written rules, easy to understand
- Attitude of players
- Player control, ability to influence game outcome and/or actual game mechanisms
- Emotional connection