

Formal Elements Canvas

Players Single Player vs Game, Player vs Player, Multiple Individual Players vs Game, Multilateral Competition, Unilateral Competition, Team Competition, Cooperative Play	Procedures What are the methods of play and the actions that players can take to achieve the game objectives? Who does what, where, when, and how?	Rules Define game objects and allowable actions by the players.	Conflict Opponents, Outcome, Dilemma
Objectives Capture, Chase, Race, Alignment, Rescue/Escape, Forbidden Act, Construction, Exploration, Solution, Outwit			Resources Lives, Units, Health, Currency, Actions, Power-ups, Inventory, Special Terrain, Time
Boundaries What separates the game from everything that is not the game, physically and metaphorically?			Outcome What is the (uncertain) outcome of your game? Is your game a zero-sum game? Or is the outcome more complex?