

## Chapter 1, 2 review

The beginning of book tell us what its purpose, what is game design patterns, how and for what they can be used. Book focuses on gameplay design leaving implementation part besides. Gameplay is structures of player interaction with other player and game system. Game design patterns together describe gameplay, while each of them responds for some particular mechanism.

Game component framework is meant for describing games based on player activities. The framework provides the concepts about the physical and logical components of game design. Those components are:

- Holistic
- Boundary
- Temporal
- Structural

Holistic components describe entire game works instead of describing small parts. Game instance is building elements of the game from start to end. Game session focuses on player activity. Play session exists when long games are divided into parts.

Boundary components – limiting game part. Rules set and describe boundaries. Some games can be played differently, therefore different game modes present. Goals is about players motivations.

Temporal components describe how game is advancing. Actions is player game input. Events are change in game state, output. End conditions are requirements for game to be ended. To determinate outcome of game evaluation functions are used.

Structural components – the blocks game built from. Game facilitator sets up the game instance and respond for its synchronization. Players are playing it, gaining information about game state through interfaces. Game elements are components manipulated by player. Game time is chronology of events and actions happening in game.