

The Five Essentials of Every Game

Every game requires the following five elements. These elements allow a game to be interesting and exciting.

Competition:

Competition is our goal in the game. The competition might be to accrue more points than your opponent do or to save something before a specific amount of time. In Super Mario Brothers, the competition is to save the princess.

Implements:

Implements are what we use to eliminate the obstruction to our goal. Implements are the weapons, vehicles, spells and related elements we use to help us meet our goal. In Fable, the implements include spells, axes, swords and potions.

Territory:

The physical or theoretical parameters of the game. Example territories include the road in standard racecar game or Liberty City in Grand Theft auto III.

Inventory:

The items we accumulate during play. Inventory elements include points, mana, battles, and bodies. Inventory is anything the player accumulates as an indication of success in the game environment. In the game Project Gotham, the inventory is Kudos, which the player acquires when they drift or skid the car well.

Rules:

Rules dictate how the other four elements will be used. Rules establish the relationship between competition, implements, territory and inventory. Rules are what distinguish baseball from cricket or dodge ball from soccer.