

CELE 6 P R I ALE UNUI JOC

1. SPAȚIU

Unde are loc jocul?

2. OBIECTIV

Cum câștigi?

3. PROVOCARE

What is between you and your goal?

4. MECANICI DE BAZĂ

What actions are you constantly repeating?

5. COMPONENTE

What are all the “pieces” necessary to play?

6. REGULI

Cum este structurat jocul?

THE DESIGN CYCLE

