

Game Balance

Wodtke

cs247



Wires
to connect
screen.
No Dead-Die?
(20)

Hardware of screen frame
Magnetic induction coupling?

Watch more
specimens, not
in class.

Small steps
have inside
indentations on back
of screen

* removable from bezel?

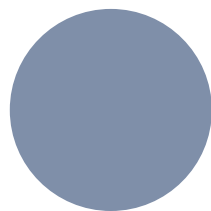
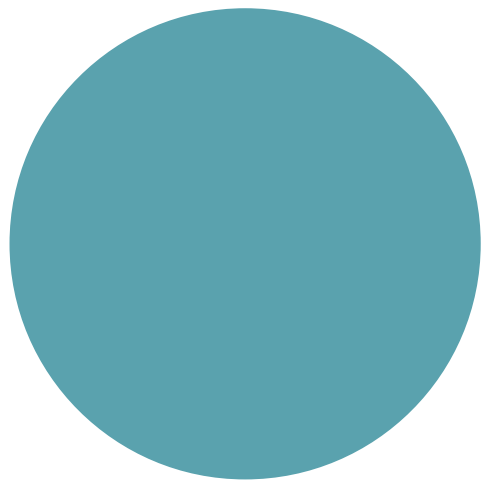
Magentic holder
for induction
in front

4 corner brackets
removable with pins

Complexity of
in design (small
slot in bezel?)

*polymer sieve / cover?

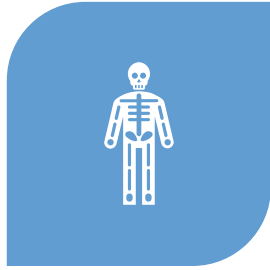
*customizable potential...



**What we talk about
when we talk about
game balance**



4 types of balance



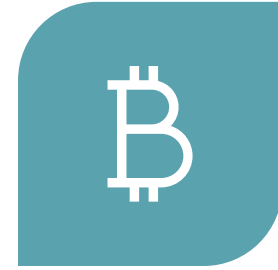
ALL PLAYERS HAVE
EQUAL ABILITY TO WIN
(OR DON'T)



CHALLENGE LEVEL RIGHT
FOR AUDIENCE (BALANCE
GAME AND PLAYERS)



STRATEGIES ARE EQUALLY
VIABLE (OR AREN'T)

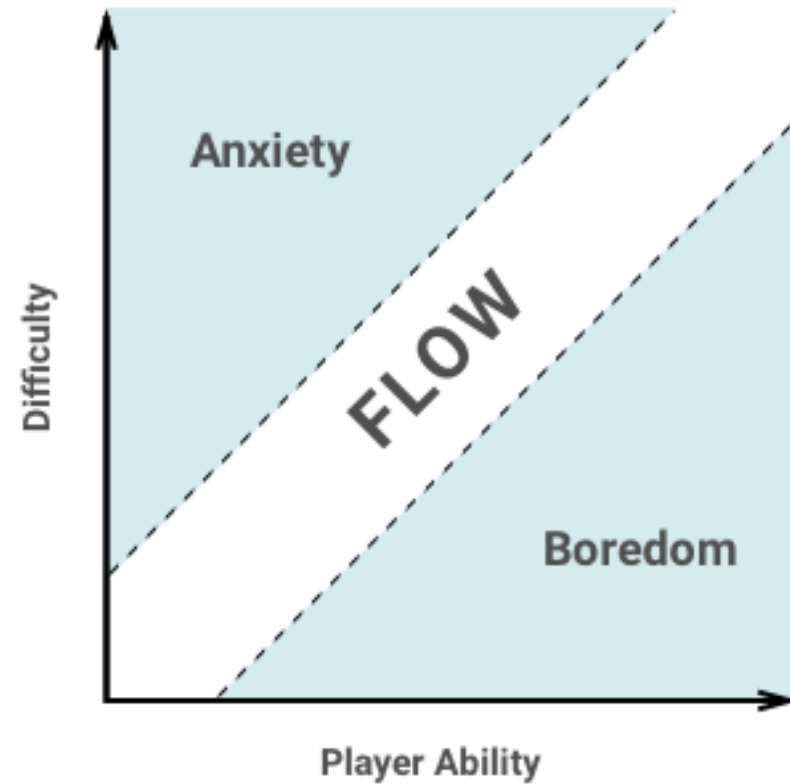


RESOURCES HAVE SAME
COST/BENEFIT RATIO

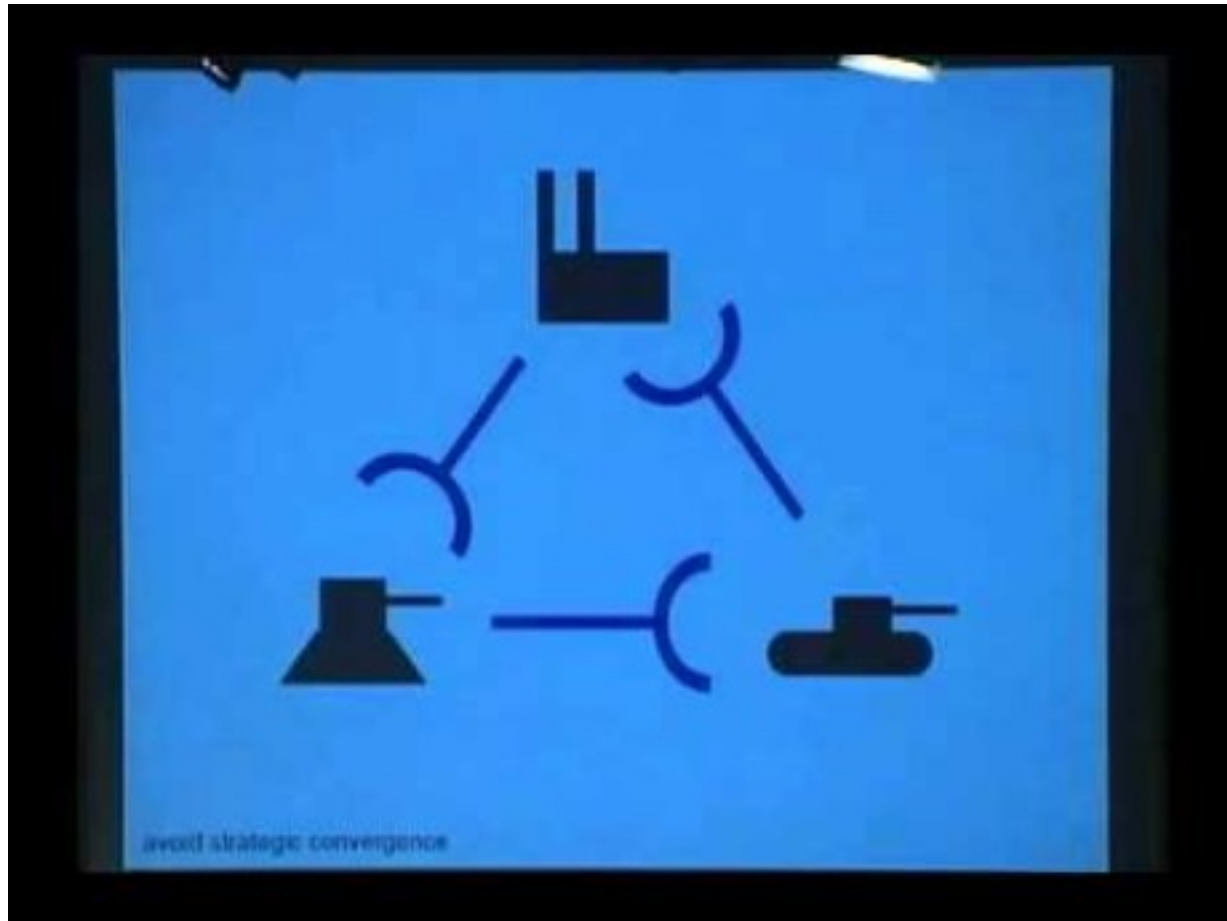


Who are the players? Do they differ in skills?

Player/Difficulty matching



Choices



How to balance

Math

Design
Instincts

Playtest it

Downsides

Math

Math can be slow and dangerous if you get it wrong

Instincts

Feel it: not everyone has developed good instincts

Playtesting

Playtest it: stuff still sneaks through

Math may not be the problem.



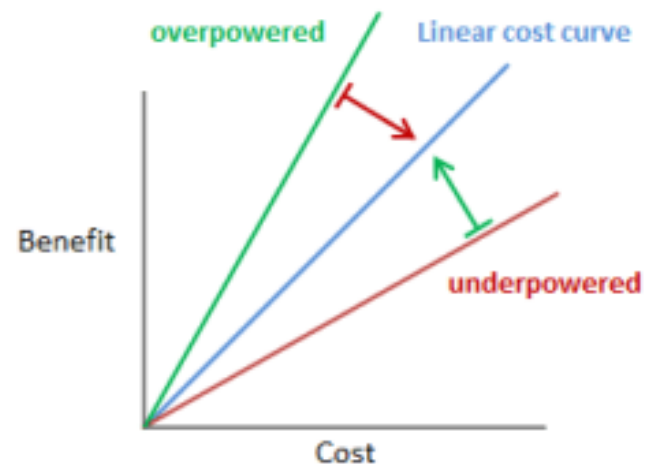
Types of Strategies for balance

Transitive

Intransitive

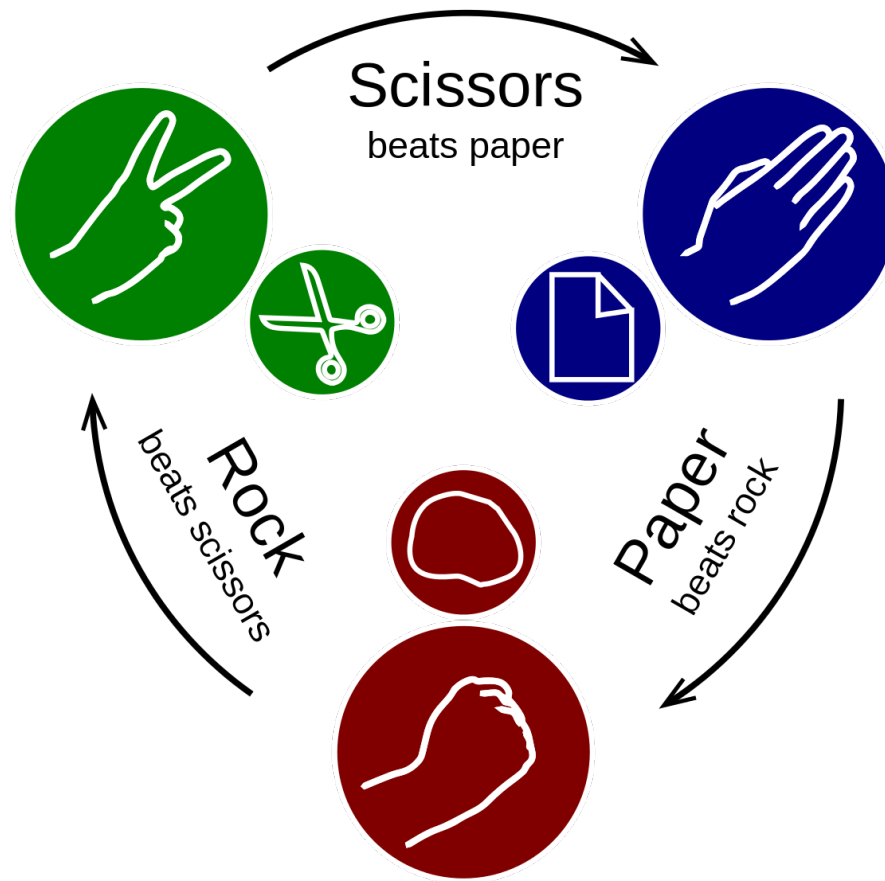
“Fruity”

Transitive



- Cost and benefit should be equal OR
- Follow a ratio (gets more expensive in a non-linear way as you get more experienced)

Intransitive



“Fruity” (Ian Schreiber’s term)



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Golden Rules

Player/Player

Players should never be put in unwinnable situations through no fault of their own

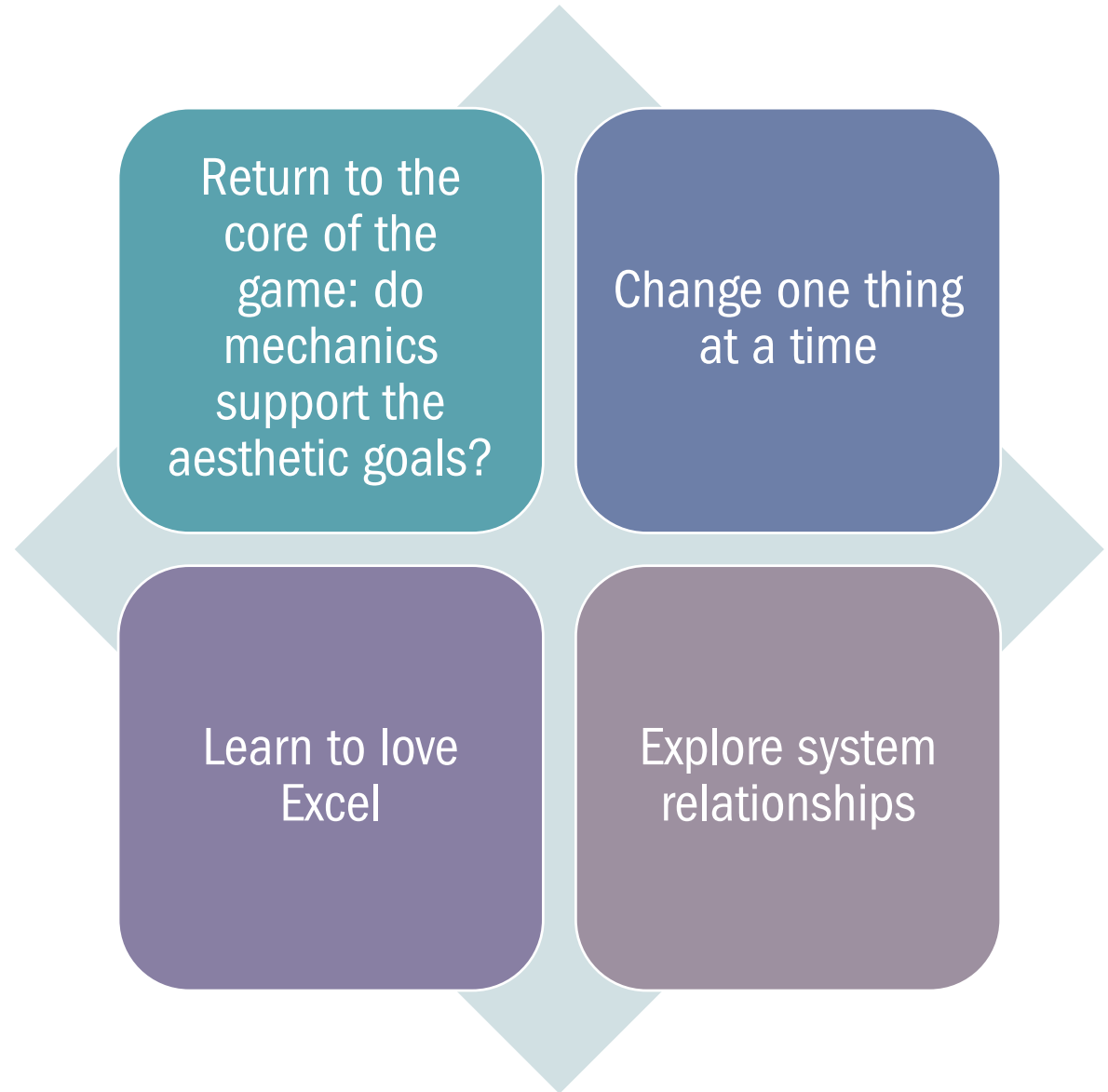
Player/Gameplay

Game should be fun to learn and fun to play (game is more fun when more is learned)

Gameplay/Gameplay

All game options must be worth using sometimes and the cost must be commensurate with payoff

Techniques



A dark, irregular ink blot with white text "The rule of two" centered inside it. The blot has a rough, splattered edge and is surrounded by a light, misty background with small dark specks.

The rule of two

The rule of 2

Is something too
low? Double it

Is something too
high? Cut it in half



Q&A

More resources

<https://gamebalanceconcepts.wordpress.com/2010/07/21/level-3-transitive-mechanics-and-cost-curves/>