



Players, Challenges - and Juiciness!



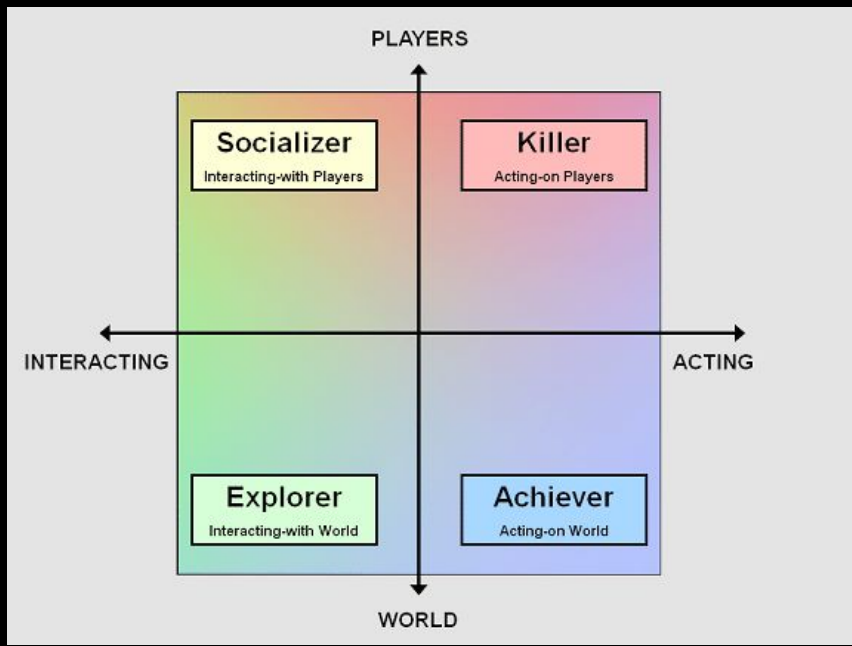


# Player types, and challenges





# According to Richard Bartle...





Test yourselves!

<http://matthewbarr.co.uk/bartle/>





## Bartle test = Blunt tool

- Creators?
- Other missing types?
- Serves as reminder as to what players may like



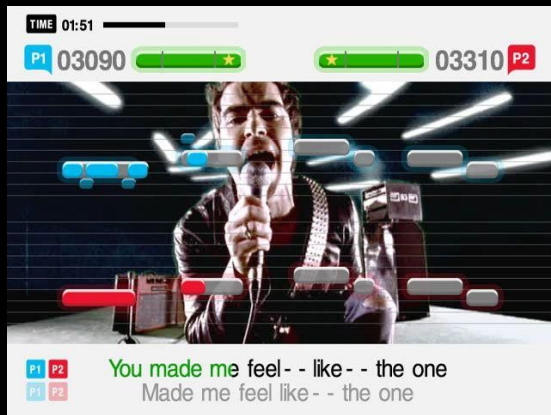


# Players and challenges

- Target audience
  - What do they like?
  - How do you reach them?
- Depending on player:
  - Play style
  - Patience
  - Attention span
  - Length of sessions
  - Economy
  - Looking for different challenges



# A challenge



Present a state that **needs to be changed**





# Games = Challenges

- Our job to provide that challenge
- Educate
  - Provide feedback
  - Show them what to do, not how
- Reward excellence
- Binary vs. Variable challenges
  - “Did you manage?” vs. “How well did you do?”





# Types of challenges



- “Easy to learn, hard to master”
- Puzzles
- Increasing difficulty
- Hard but fair
- Complex systems
- ...etc





# Easy to learn, hard to master™

- Relatively easy controls
- Hand-eye coordination
- Timing
- Tactics
- Practice, practice, practice





# Puzzles

- Easy to learn
- Mechanics stay the same, or change very little
- No coordination
- Challenge is in the puzzles
- Many: No fail state





# Increasing difficulty

- Harder enemies
  - ...but also better character
- More to handle (more abilities etc)
- Increasing complexity





## Hard but fair

- Built for failure
- Tell the player what they did wrong
- Easy to try again





# Complexity

- Complexity != Difficulty
- The challenge != Understanding how your game works
- The challenge == Mastering your mechanics





# Difficulty levels

- Good idea!
- ...just don't be a dick about it.





## Summary

- There are many different **types of players**
- They **look for different things** in games
- Challenges come in **all shapes and sizes**
- Always, **always**, reward achievement
- Show them **what** to do, **not how** to do it





