Megagame Design

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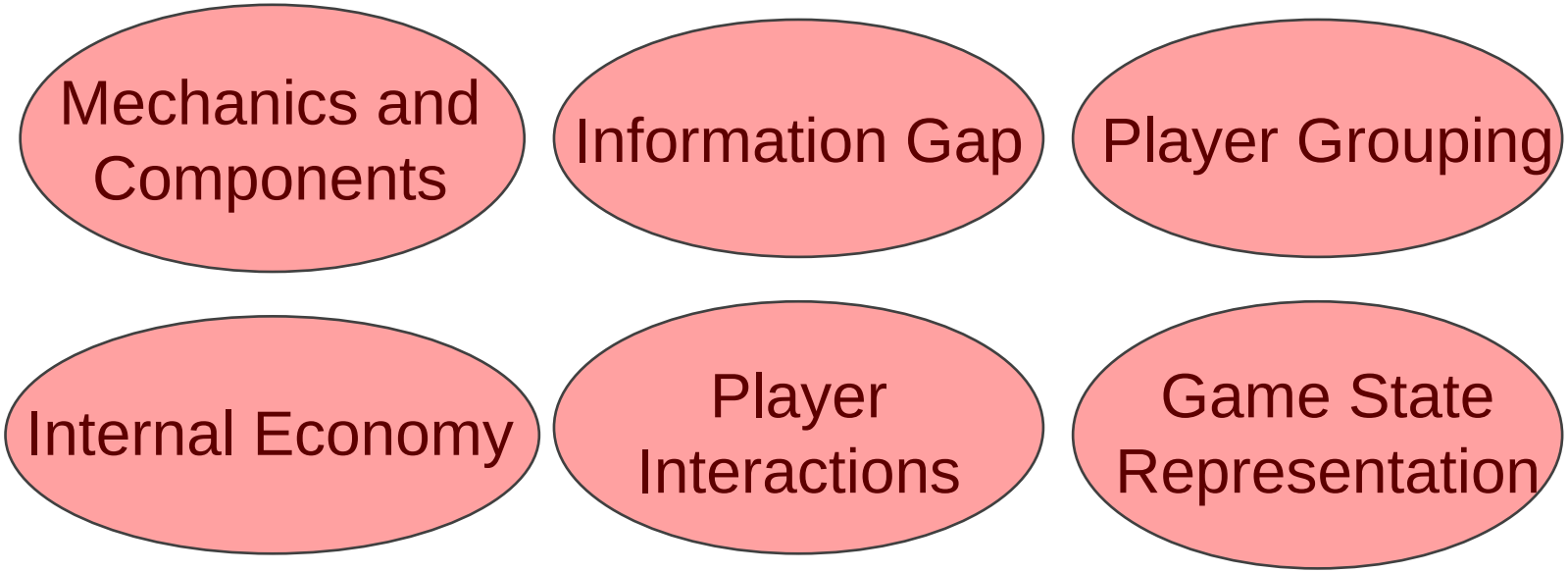
29 Sept 2016

Elements of Megagames



Mechanics & Components

- **Maps and Counters**
- Hex and counter with action point system is common (especially for combat)
- Alternatives: map divided into regions with area/point-to-point movement
- **Action Cards** - give players special abilities (one-use)
- **Other mechanics could be considered:**

Worker Placement	Dice Set Rolling (time limited)
Card Drafting/Deck Building	Area Control/Enclosure
Set Collection/Trick Taking	Bidding/Betting
Trick Playing (RPS)	Action/Move Programming
Modular Map Building	Network Building

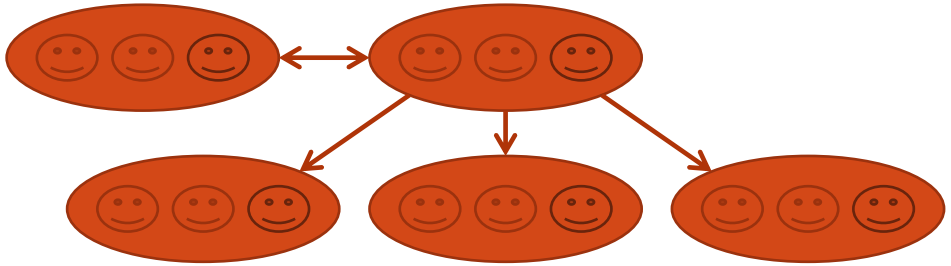
Internal Economy

- **A resource with associated ‘taps’ and ‘sinks’**
- Can be represented by physical tokens or tracked by a member of control
- Usually distributed by control, based on game conditions (tap).
- Allocated by players to determine what actions they undertake and/or effectiveness. Collected by control (sink).
- Players naturally trade resources if they are physical components.
- If the game has an internal market then the value of resources can respond to player behaviour.

Information Gap

- Map is hidden or players have limited access.
- Player goals are distributed in personal briefing.
- Access to certain parts of the game is limited to certain players.
- Some game mechanics hidden from players – introduced later in the game.
- The full set of potential player actions is unknown (improvised actions are allowed and the full set of any action cards is not known to players).

Player Grouping



- Players assigned to specific roles.
- Players assigned to specific team.
- Players organised into hierarchy – chain of command can be enforced by control.
  - Grouping triggers various group dynamic behaviours (can enhance social identity in the game)

Inter-group conflict

Groupthink

Intra-group conflict

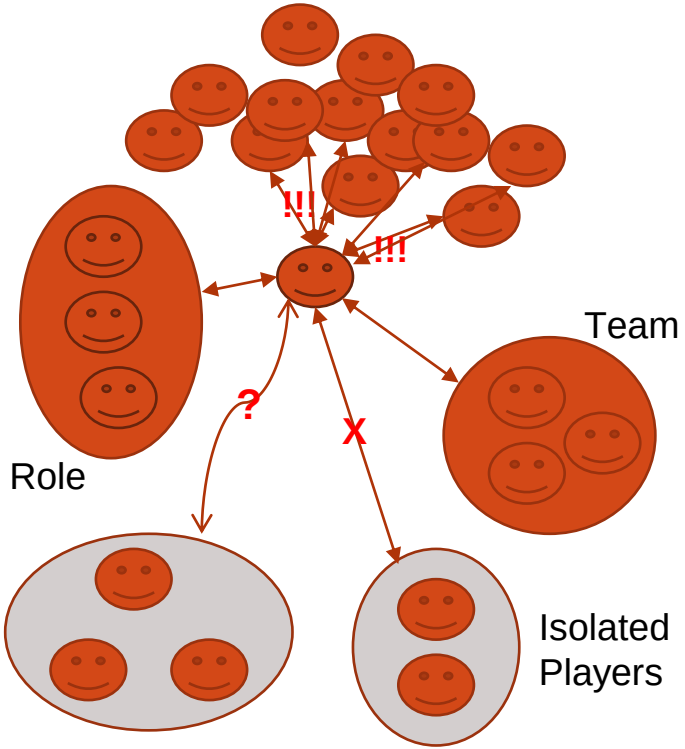
Positive/negative social feedback

Team formation (storming)

Team norms

Player Interactions

- Impossible to maintain communication with every other player (due to number of players).
- Players interact most commonly with their team and with other players who interface with same area of the game (same role).
- Subset of players may be restricted from communicating directly with other players.
- Communication between players may be mediated by control (who may restrict communication to written notes and sometimes impose intentional obfuscation).



Game State Representation

- Difficult (impossible?) to know the game state in real-time.
- Information about the game state is vital for control to be able to respond to developing problems.
- Best available (?) = **Map** + **In-game media publication** + **Game Control Overview**
- Any technology solution should be an integral part of the game that players interact with directly (otherwise just more record-keeping for control).