



A Course About Game Balance

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Game Balance Concepts

A continued experiment in game design and teaching

Level 10: Final Boss

September 8, 2010

This Week

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Economic Systems

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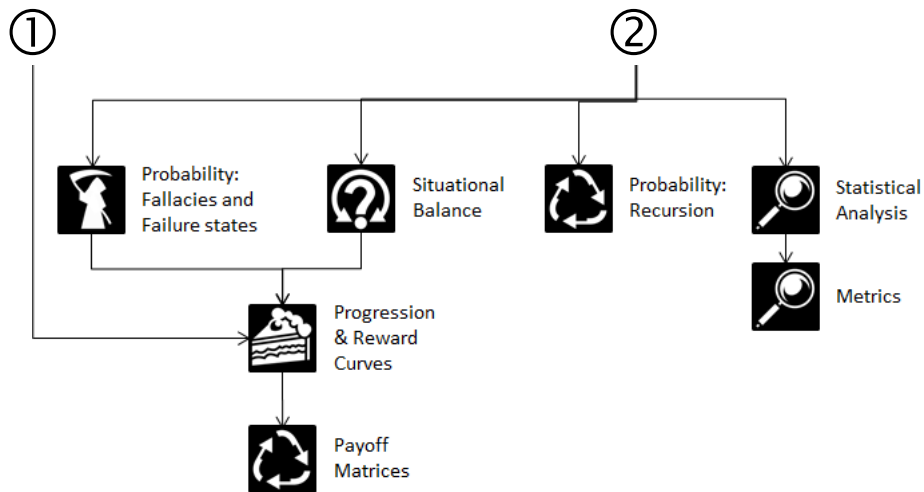
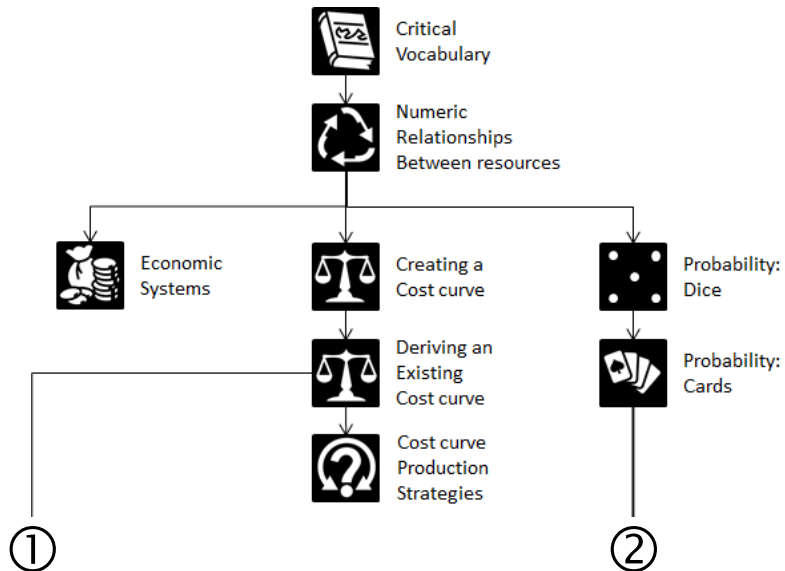
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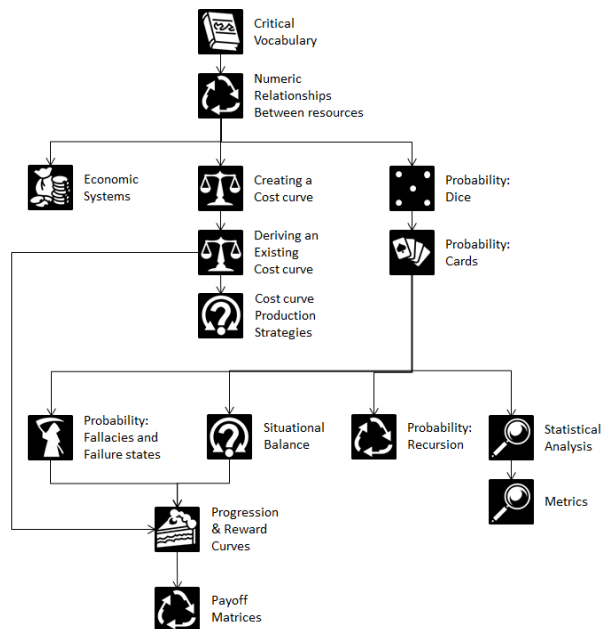
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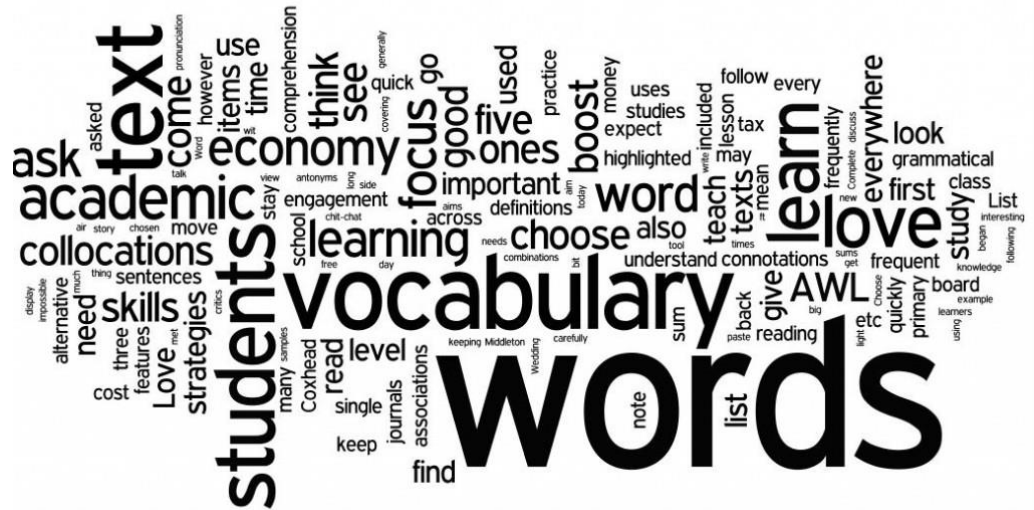
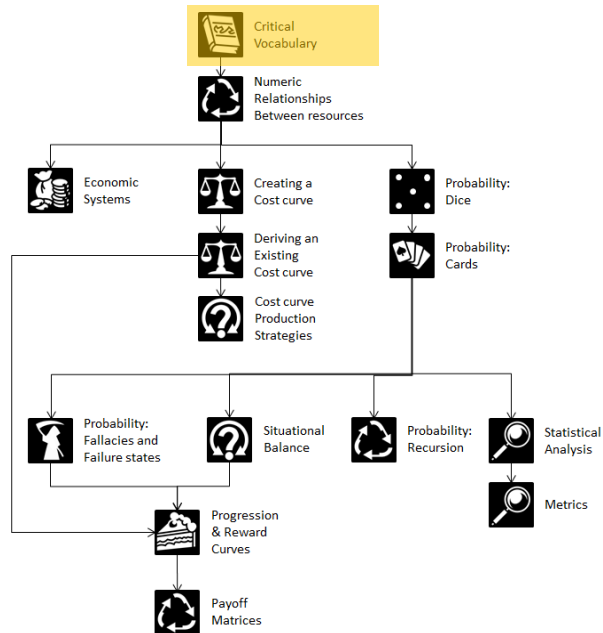
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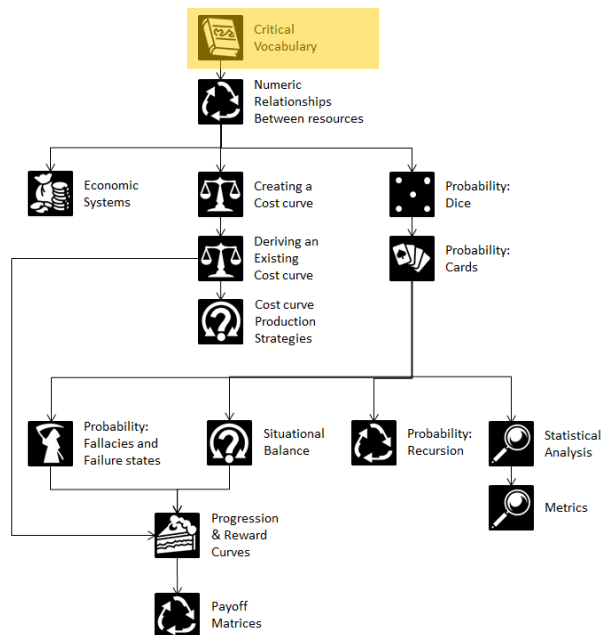
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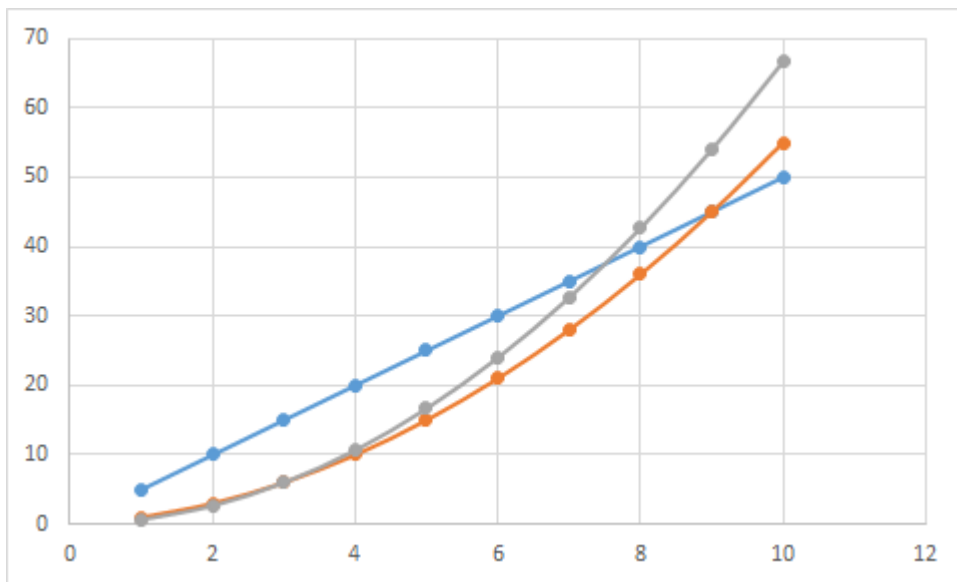
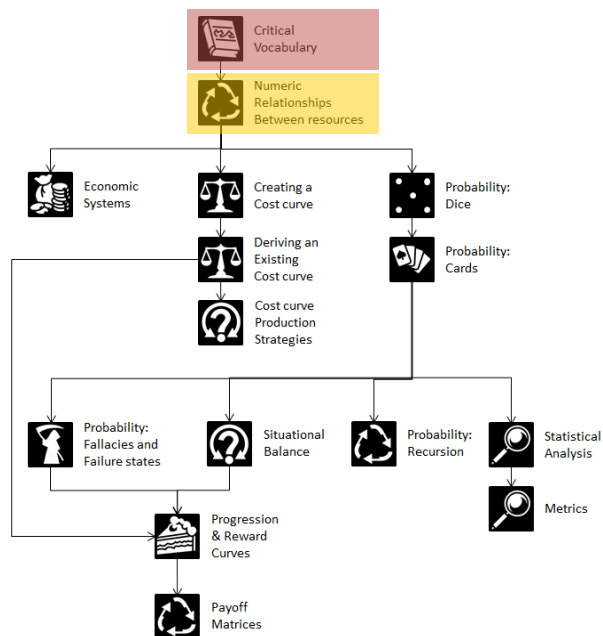
Week 1: Critical Vocabulary



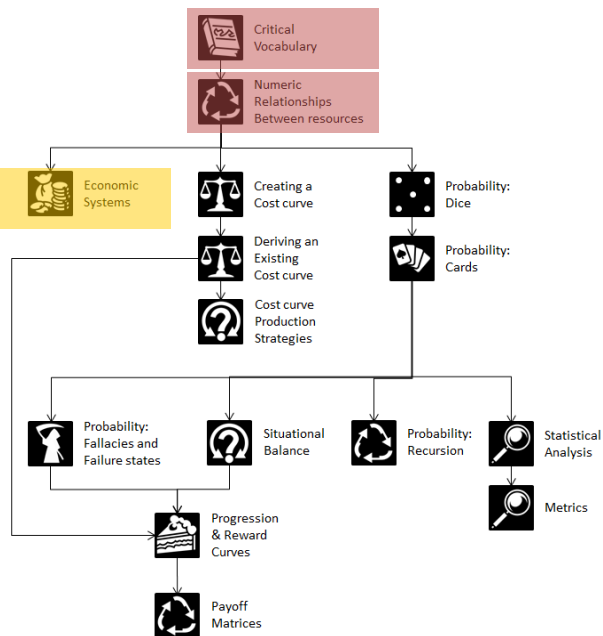
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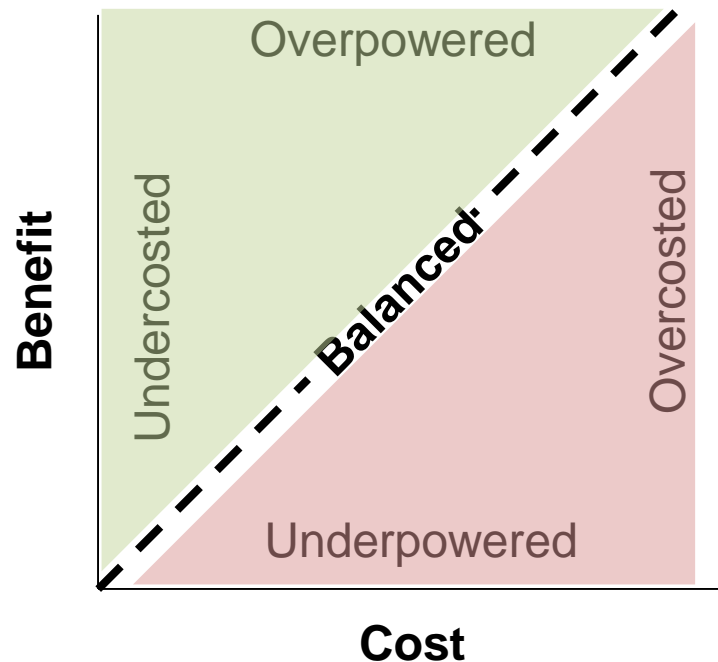
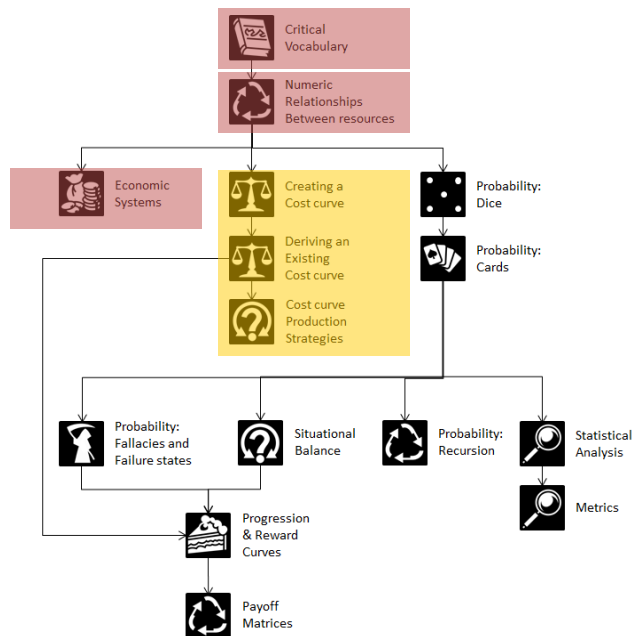
Week 2: Numeric Relationships



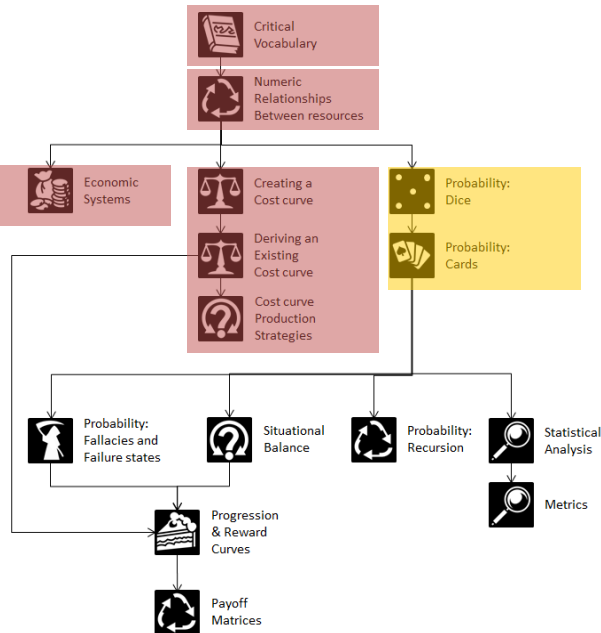
Week 3: Resource Systems



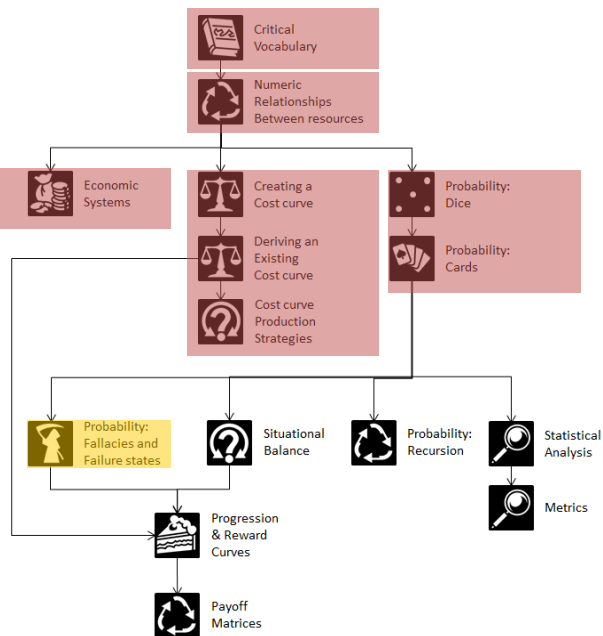
Weeks 4-5: Transitive Mechanics



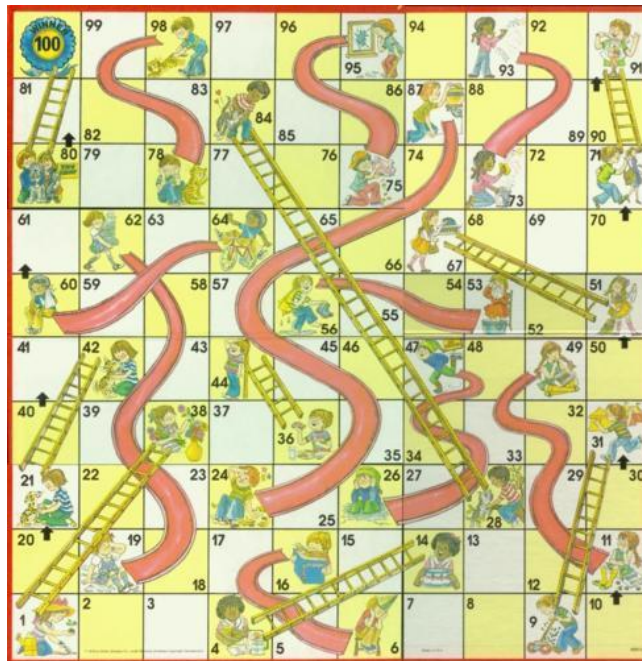
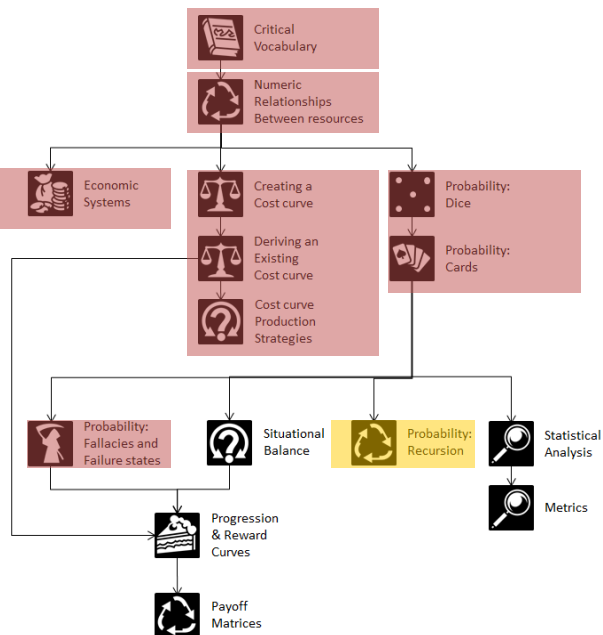
Weeks 6-7: Probability



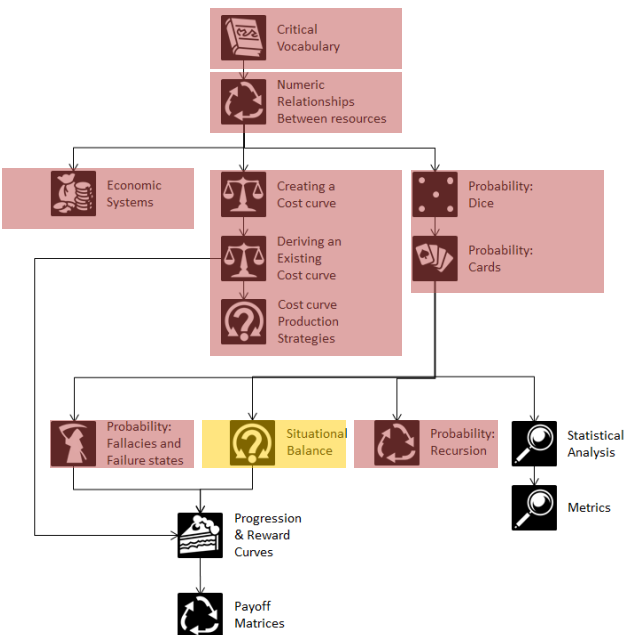
Week 8: Probability Gone Wrong



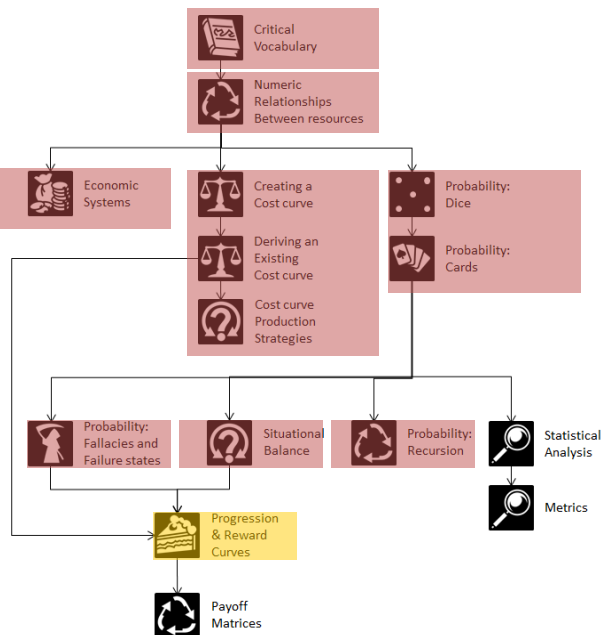
Week 9: Infinite Repetition



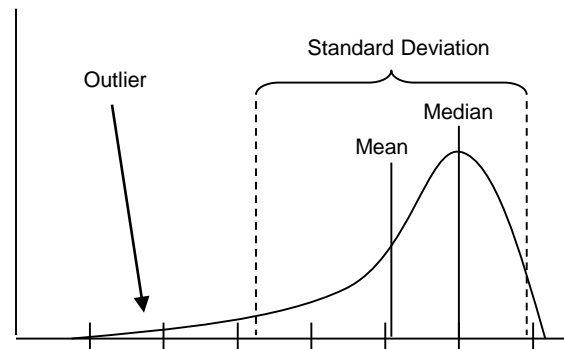
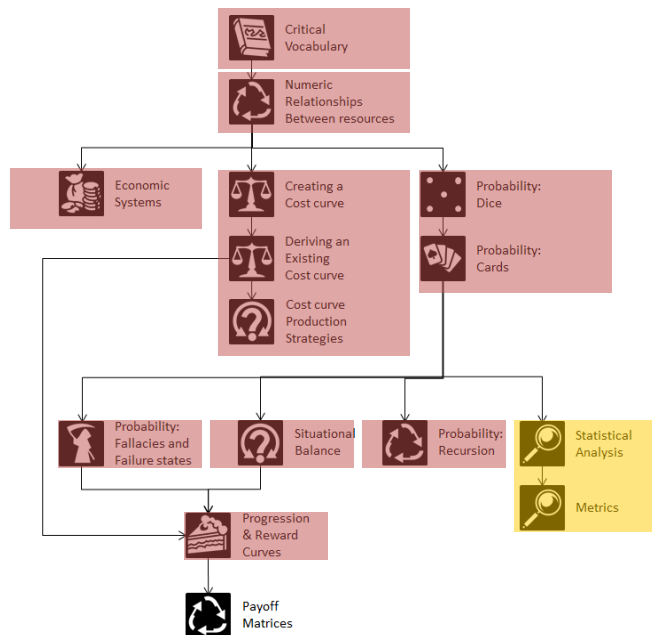
Week 10: Situational Balance



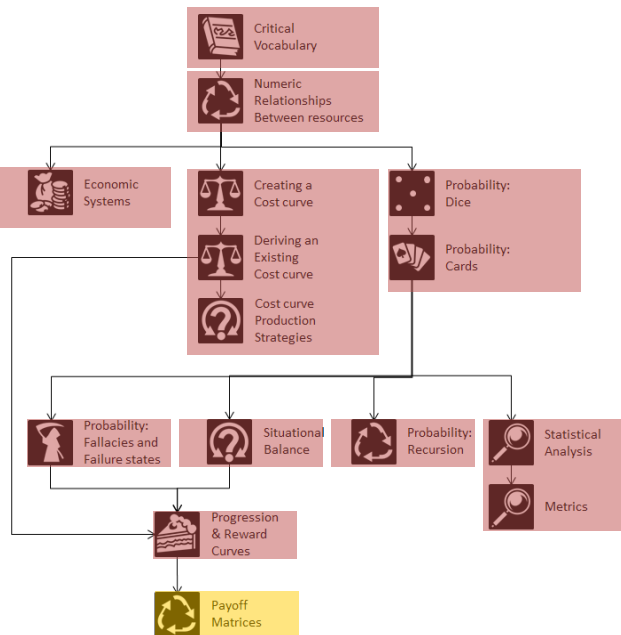
Week 11: Reward Systems



Weeks 12-13: Analytics



Weeks 14-15: Intransitive Mechanics



Games

- Cookie Clicker (numeric relationships)
- PIT and Wheedle (trading)
- Modern Art (auctions)
- Hearthstone or any other TCG (cost curves)
- Liar's Dice / Bluff (probability, psychology)
- One Night Ultimate Werewolf (probability, psychology)
- Thunderstorm (Markov chains)
- Desktop Tower Defense (situational balance)
- Candy Box (progression and reward systems)
- DOTA2 or any other MOBA (analytics)
- Yomi (intransitive mechanics)

Tournaments

- Cookie Clicker (maximize cookies-per-second after 24 hours of play)
- Pig (write an AI to win)
- Goppu (write an AI to win)
- Desktop Tower Defense (\$10000 to start, no extra building, high score)
- BattleBattle (create a character with the closest matches)
- Cordial Minuet (write an AI to win)

Spreadsheets

- Formatting
- Graphs, charts, and visualizations
- Comments
- Formulas
- Sorting
- Validation
- Multiple worksheets
- Absolute and conditional references, Fill, and copy / paste special
- Functions (lots and lots of functions!)

Projects

- Game analysis
- Mini-expansion
- Original game

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