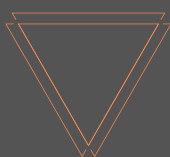# Gameplay Design Fundamentals by David Tech

Key Elements of Gameplay Progression

Game Mechanics - all controls and interactions within the game, including new weapons, abilities, powers, vehicles, and environmental states or events.

Experience Duration – the average time it takes to complete each stage, level, mission (including deaths if applicable) or course (using the most relevant vehicle).
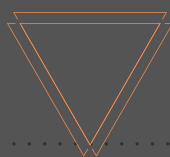
Difficulty – not just how hard it is to pass obstacles and NPCs/bosses, but also how much risk is taken with respect to player injury/death, weapon depletion, or vehicle/equipment damage or loss.
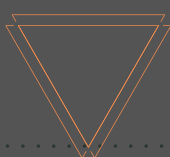
Practical Rewards (gameplay relevant) – new game modes, upgrades and practical unlockable content are very useful as the carrot on the stick that entices users to continue playing the game.
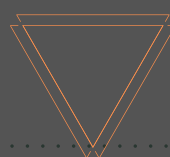
Ancillary Rewards – exciting environmental wonders, fancy visual effects, scripted events, etc. It is great to weight some of the more spectacular environmental wonders and effects up front, but an enjoyable game needs to have all the level.

Credits