Designing Historical Games Workshop with the Historical Problem Space Framework

Genre conventions
(Shape the hisorical problem space)

Agents
non-player

Resources
(+ metrics)

World
ms the HPS)

Player
gent

Actions / Choices
(+ Strategies / Behaviors)

GAME
GOALS

Tools

Obstacles

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History

History Games

Game Histories

History ed.

& just because

Selectively Interpreting the PAST

MEDIUM

SHARING

FILTER

HISTORY
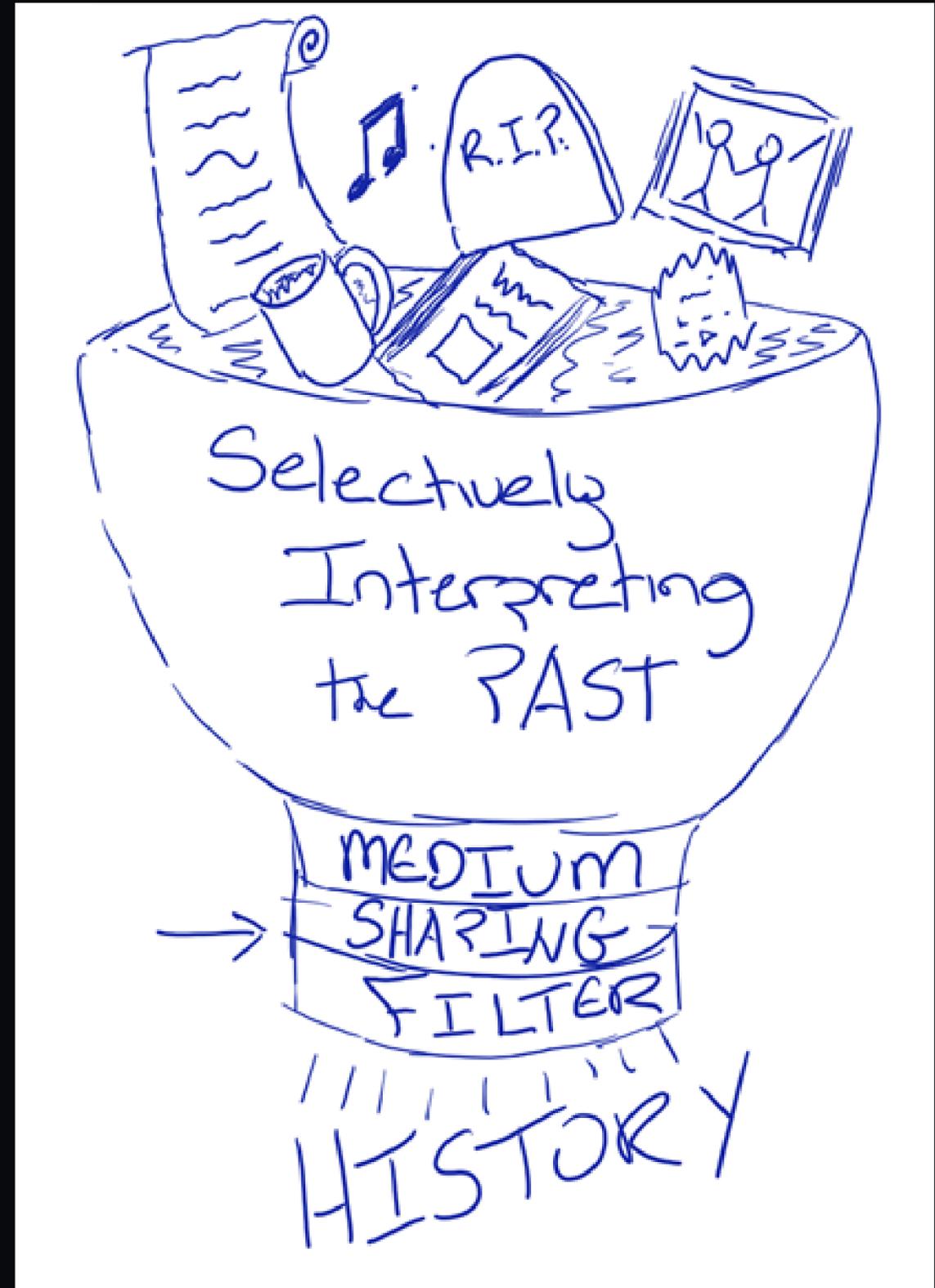
HPS ORIGINS
HPS COMPONENTS

What does this get a designer?
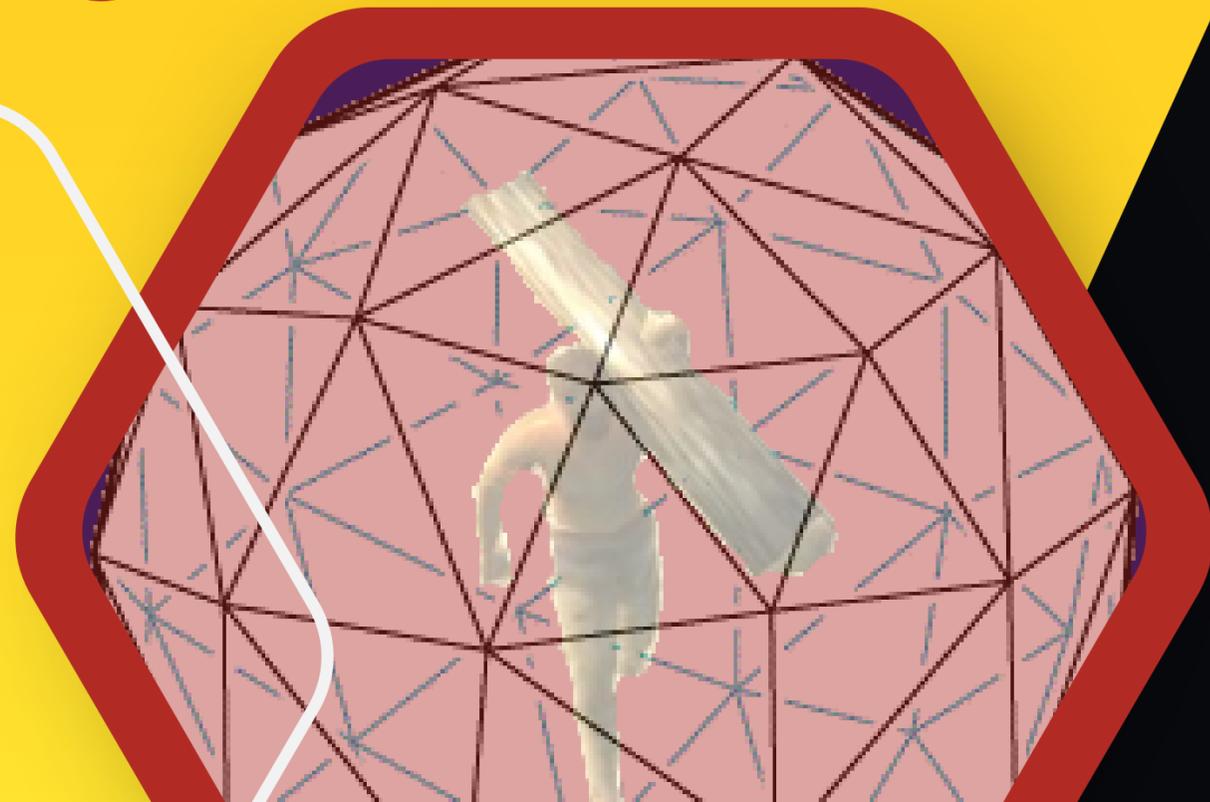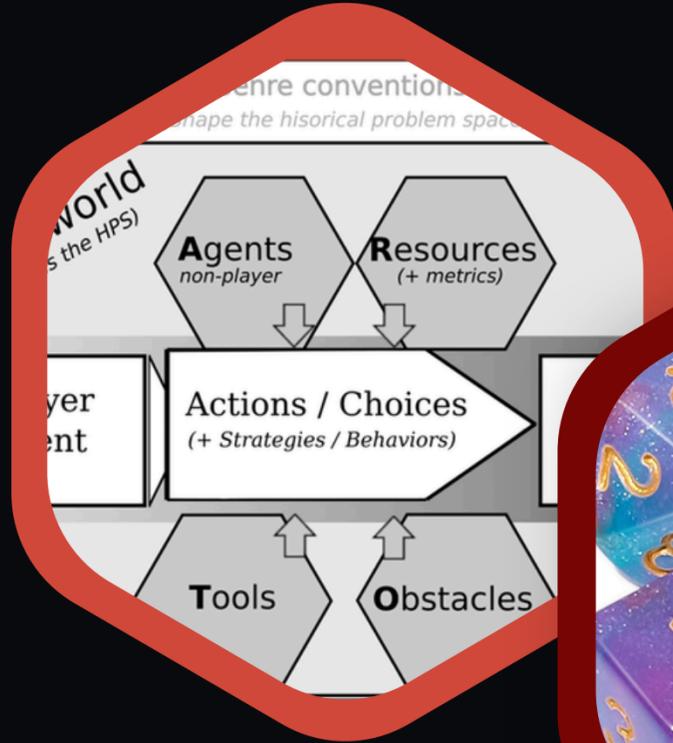
Player Agent

Primary and Secondary Goals

Worldspace (Gameworld)

Elements:
Resources; Metrics; Tools; Agents

Modified Design Loop

Research HPS Blueprint
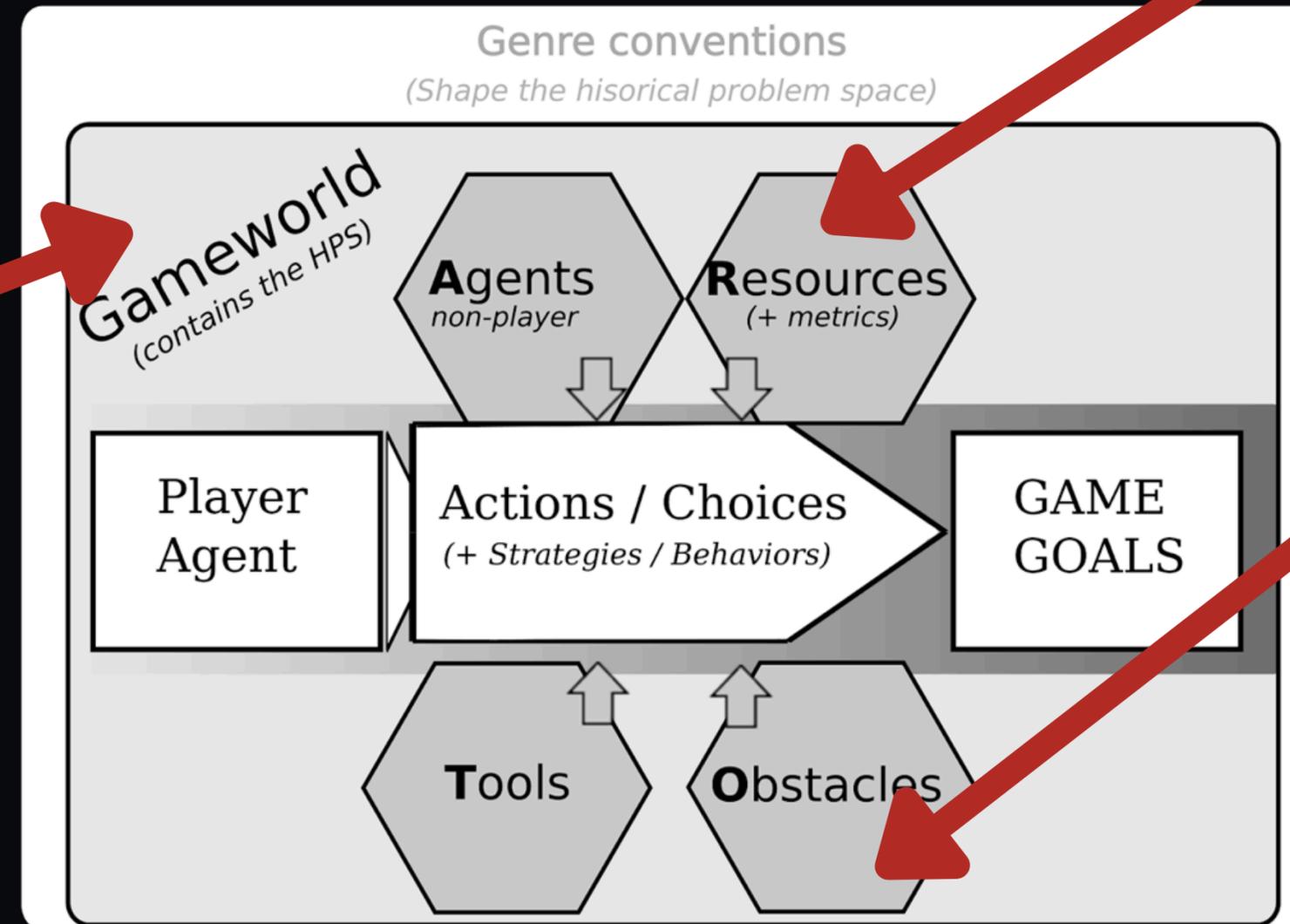
Implement HPS as Prototype

Playtest & Evaluate

Revise Prototype

HPS Blueprint – Focus on the Action Choices

7 Spatial Action-Choices
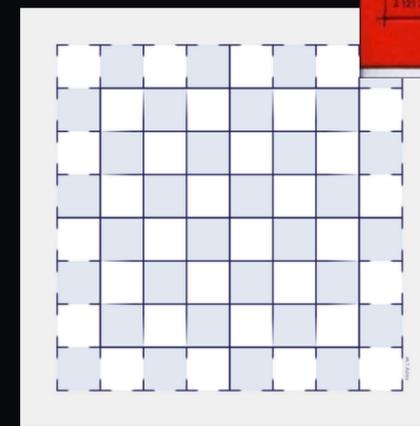
Occupy;
Travel and **Explore**;
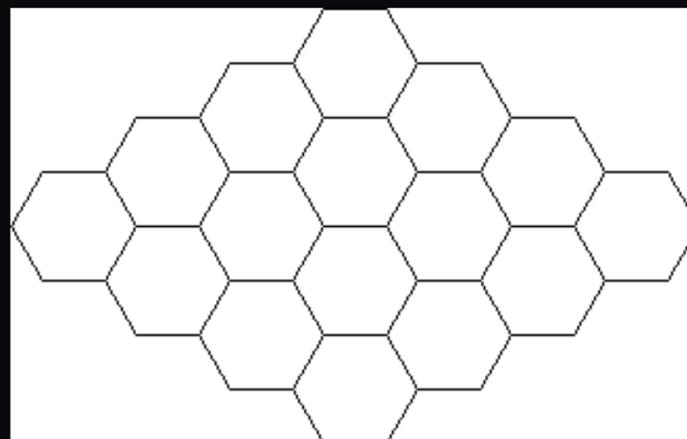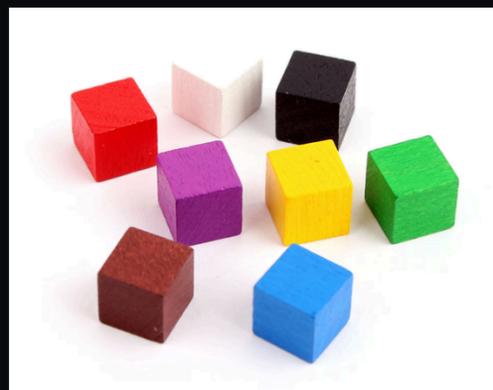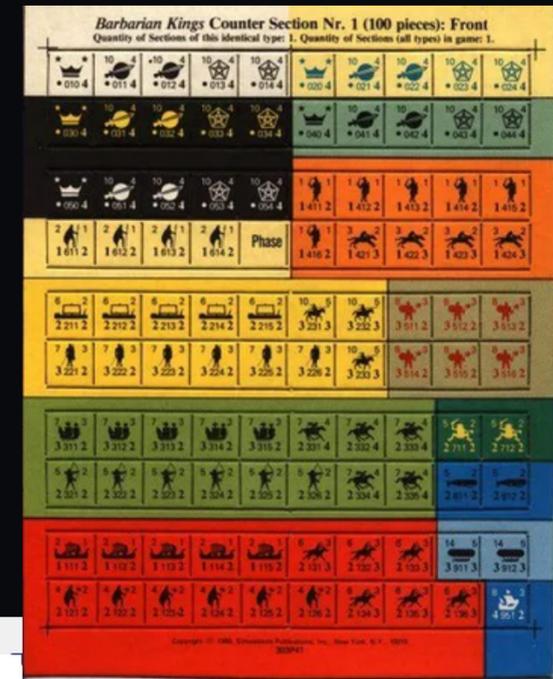**Contest** and **Control**;
Exploit and **Develop**

Gameworld elements and Action-Choices

- Engaging, allying, and competing with **AGENTS**
- **Acquiring** and **spending RESOURCES**
- **Acquiring** and **using TOOLS effectively**
- Managing **METRICS** and gauging success/failure
- Circumventing or overcoming **OBSTACLES**

Genre conventions
(Shape the hisorical problem space)

Gameworld *(contains the HPS)*

Agents *non-player*

Resources *(+ metrics)*

Player Agent

Actions / Choices *(+ Strategies / Behaviors)*

GAME GOALS

Tools

Obstacles

Historically Defensible Problem Spaces

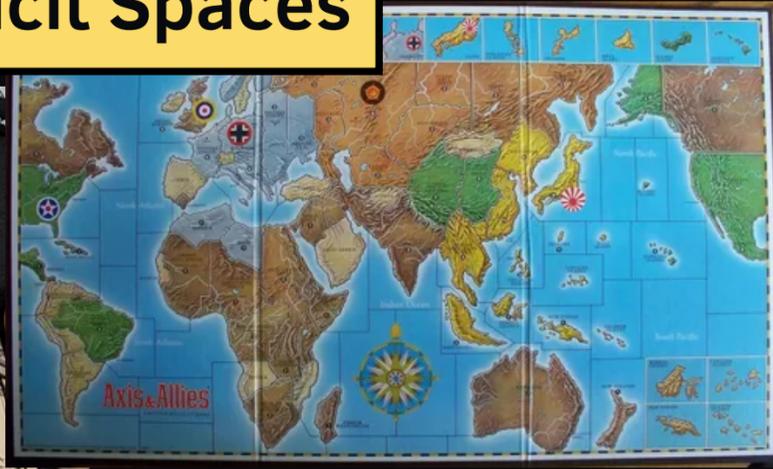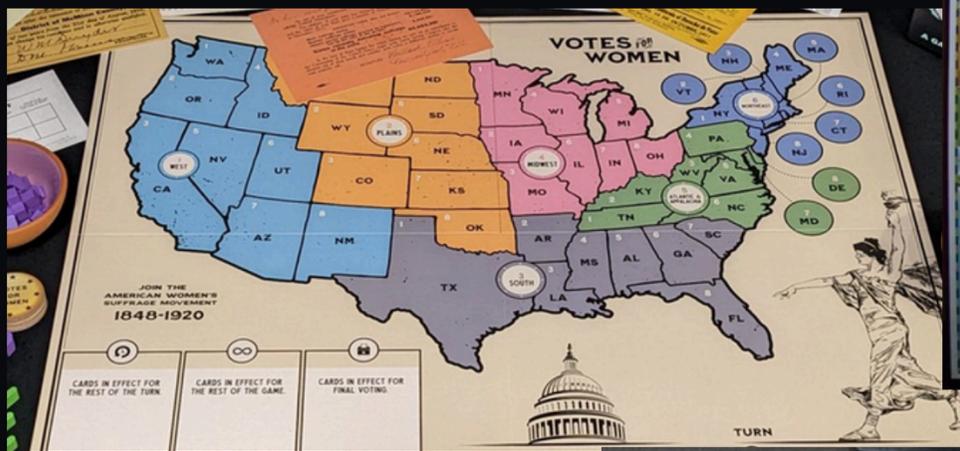# The HPS is platform agnostic
Boardgame implementations

HPS Blueprint to Boardgame

Tip: start w/ gameworld space & mechanics

Explicit & Implicit Spaces

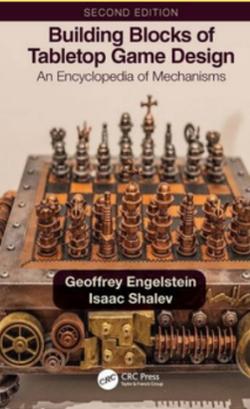

Card Games as a Special Case

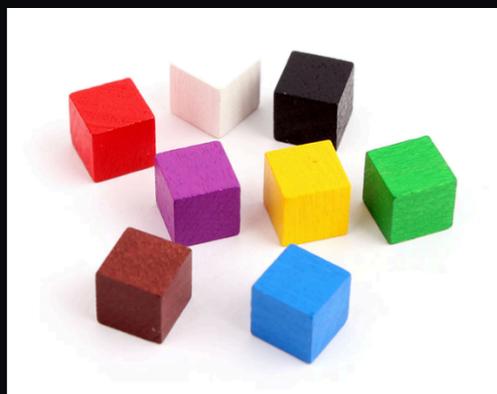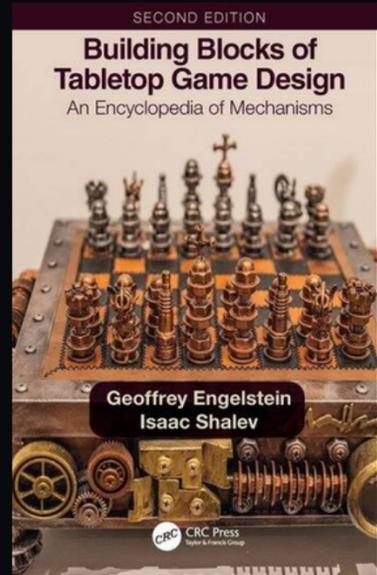**7 Spatial Action-Choices (and Engelstein & Shalev Mechanics)**
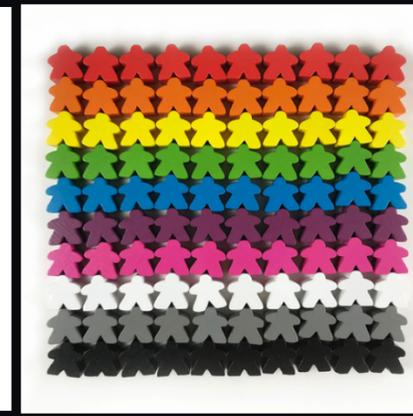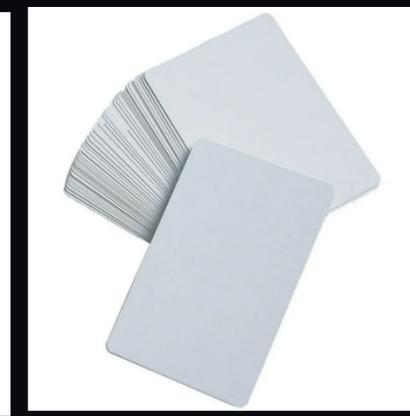
Occupy;

Travel and **Explore**;
(Movement; Resolution)

Contest and **Control**;
(Area Control; Uncertainty; Resolution)

Exploit and **Develop**
(Worker Placement; Actions; Set Collection)

Building Blocks of Tabletop Game Design
An Encyclopedia of Mechanisms
Geoffrey Engelstein
Isaac Shalev

Action-Choices & Mechanics -- with Gameworld Elements

Building Blocks of Tabletop Game Design — An Encyclopedia of Mechanisms — Geoffrey Engelstein, Isaac Shalev

Other Agents ⬡ Resolution; Uncertainty; Worker Placement

Resources & Tools ⬡ Set collection; Trade and Economics; Hand Management
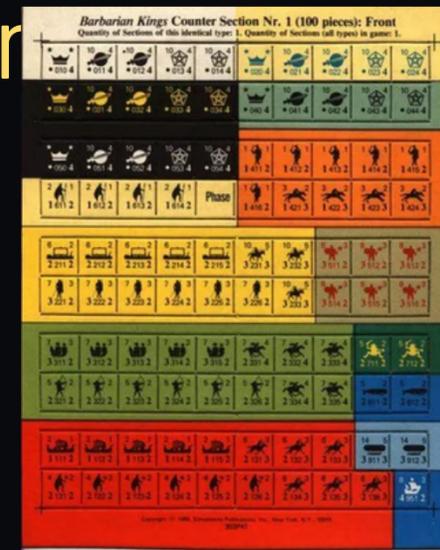
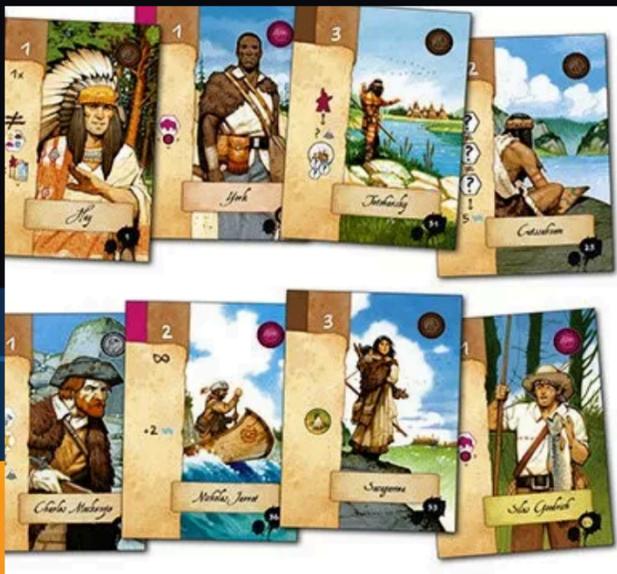**Metrics** ⬡ (managing + triggering)

Obstacles ⬡ Resolution; Uncertainty; Movement
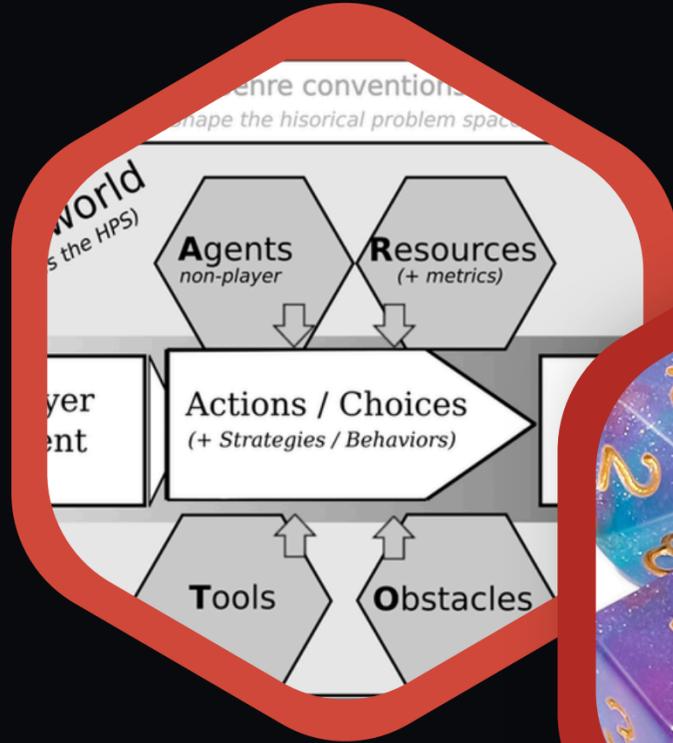
Playing around with Action-Choices

- Activation costs – Action Points; Action Drafting
- Cards as actions or as resources for actions
- Limits on actions – Action/Event; Action Selection Restrictions
- Looking for trade-offs
- Introducing choice for gameplay

Time to Workshop

Option A: Start from History
Option B: Reverse Engineer

Research HPS Blueprint

Implement HPS as Prototype

Playtest & Evaluate

Revise Prototype