

## Player-Game Interaction Cards (1st Ed., 2 Mar 2013)

[CowfaceGames.com/handytools/interaction\\_cards](http://CowfaceGames.com/handytools/interaction_cards)

An attempt to list and categorise all possible interactions a player can have with a video game.

**Produced By Desi Quintans, © 2013**  
[CowfaceGames.com](http://CowfaceGames.com)

**Icons by Lorc**  
[Game-Icons.net](http://Game-Icons.net)

### Categorisation

Each card depicts a single player-game interaction. Each interaction falls into a category:



**Positional** interactions involve the spatial relationships between player-controlled objects and game objects. In *Asteroids*, the ship avoiding crashing into asteroids is a positional interaction.



**Indirect** interactions are instigated by the player, but take effect some distance from whatever the player controls (a player character or the mouse cursor). A player might press a button to fire a bullet, for example, but the bullet only does something when it strikes an enemy further on.



**Constructional** interactions are those which maintain the current state of the system (healing your ally so he doesn't die), increase the complexity of an object (combining two objects to make a new one), or increase the number of objects in play (building new units in an RTS game).



**Deconstructional** interactions reduce the number of objects in play (killing an enemy) or decrease an object's complexity (reducing a building to rubble).




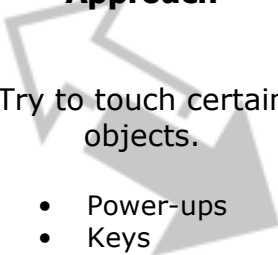

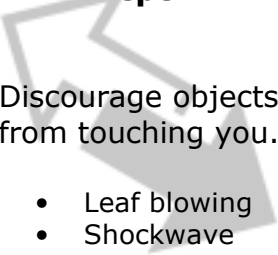
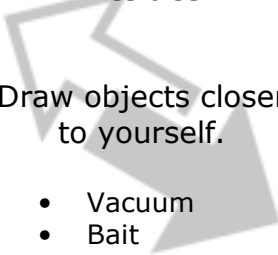

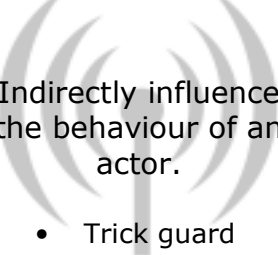

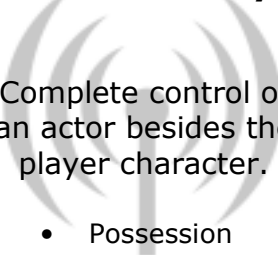
**Inquisitional** interactions are about how the player gets information from the game.



**Modificational** interactions change the original state of an object. Hacking an automated turret to make it friendly is an example of modification.



**Goals and Challenges** mark the objective of the player. A game may involve collecting  $n$  coins, or getting the high score, or reaching the end of a level.

<p><b>Evade</b></p>  <p>Don't touch hazards.</p> <ul style="list-style-type: none"><li>• Enemies</li><li>• Bullets</li><li>• Cameras</li></ul>	<p><b>Approach</b></p>  <p>Try to touch certain objects.</p> <ul style="list-style-type: none"><li>• Power-ups</li><li>• Keys</li><li>• Allies</li></ul>	<p><b>Navigate</b></p>  <p>Find your way through challenging terrain.</p> <ul style="list-style-type: none"><li>• Maze</li><li>• Platformer</li></ul>
<p><b>Repel</b></p>  <p>Discourage objects from touching you.</p> <ul style="list-style-type: none"><li>• Leaf blowing</li><li>• Shockwave</li><li>• Stinkiness</li></ul>	<p><b>Attract</b></p>  <p>Draw objects closer to yourself.</p> <ul style="list-style-type: none"><li>• Vacuum</li><li>• Bait</li><li>• Bird calls</li></ul>	<p><b>Shoot or Throw</b></p>  <p>Launch missiles at other objects.</p> <ul style="list-style-type: none"><li>• Bullets</li><li>• Basketball</li><li>• Paint globs</li></ul>
<p><b>Influence</b></p>  <p>Indirectly influence the behaviour of an actor.</p> <ul style="list-style-type: none"><li>• Trick guard with sounds</li></ul>	<p><b>Trap</b></p>  <p>Lay traps and ambushes to remove actors.</p> <ul style="list-style-type: none"><li>• Tower defence</li><li>• Tripwires</li></ul>	<p><b>Control Directly</b></p>  <p>Complete control of an actor besides the player character.</p> <ul style="list-style-type: none"><li>• Possession</li><li>• Alternate PCs</li></ul>

<p style="text-align: center;"><b>Command</b></p> <p>Partial control of an actor other than PC.</p> <ul style="list-style-type: none"> <li>• Move orders</li> <li>• Possession of an NPC's hand</li> </ul>	<p style="text-align: center;"><b>Demonstrate</b></p> <p>Perform an action for NPCs to imitate.</p> <ul style="list-style-type: none"> <li>• Teaching</li> <li>• Mirroring</li> <li>• Guiding</li> </ul>	<p style="text-align: center;"><b>Experimentation</b></p> <p>Information is not made available, and must be gained mainly through experimentation.</p>
<p style="text-align: center;"><b>Exploration</b></p> <p>Information is gained by exploring and examining objects and the surroundings.</p>	<p style="text-align: center;"><b>Investigation</b></p> <p>Information is mostly collected by questioning actors or following leads.</p>	<p style="text-align: center;"><b>Assembly</b></p> <p>Objects are assembled based on predefined rules.</p> <ul style="list-style-type: none"> <li>• Jigsaw puzzles</li> </ul>
<p style="text-align: center;"><b>Stacking</b></p> <p>Objects combine arbitrarily.</p> <ul style="list-style-type: none"> <li>• Tetris</li> <li>• Wooden blocks</li> <li>• Mr. Potatohead</li> </ul>	<p style="text-align: center;"><b>Combination</b></p> <p>Objects combine in a limited and predefined way.</p> <ul style="list-style-type: none"> <li>• Crafting</li> <li>• Car parts</li> <li>• Stamp + ink</li> </ul>	<p style="text-align: center;"><b>Repair or Heal</b></p> <p>The player must maintain damaged or worn objects.</p> <ul style="list-style-type: none"> <li>• Barricades</li> <li>• Hurt friendlies</li> </ul>

### **Removal**

Objects are instantly removed from the field.

- Explosions
- Headshots

### **Attrition**

Objects are gradually weakened.

- Battering a gate
- Hitting an enemy
- Burning/rusting

### **Dismantling**

Components are removed to affect the whole object.

- Bomb defusing
- Machinery

### **Betrayal**

The player attacks a friendly actor.

- Steal their gun
- XP farming
- Ganking

### **Reprogramming**

Semi-permanently changing an object's default behaviour.

- Flip gravity

### **Redirection**

Change an object's momentary behaviour.

- Bounce bullet
- Stun grenade

### **Transfer or Trading**

Exchange resources for other benefits.

- Using material for buildings

### **Capture**

Making a hostile or neutral object friendly to the PC.

- Capture cities
- Convert enemy

### **Reach the End**

The player proceeds through a linear level until the end.

- Platformers
- Car racing

### **Aesthetics**

The game focuses on the experience of playing, versus the *act* of playing.

- Art games

### **Dominance**

A player wins by having the best placing at the end.

- High score
- K/D ratio

### **Efficiency**

Rewards players for clean, expert play.

- Parkour
- Hit-Miss ratio
- Time attack

### **Collection**

Tokens are collected to advance the game state.

- Keys
- New abilities

### **Produce a Specific End-State**

Make the playing field conform to predefined rules.

- Sudoku grid

### **Sandbox**

The player is left alone to create and pursue their goals.

- Free-roam
- 'Toy' games

