Player-Game Interaction Cards (1st Ed., 2 Mar 2013)
CowfaceGames.com/handytools/interaction_cards

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

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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.

Contructional 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.

Evade Don't touch hazards. • Enemies • Bullets • Cameras	**Approach** Try to touch certain objects. • Power-ups • Keys • Allies	**Navigate** Find your way through challenging terrain. • Maze • Platformer
Repel Discourage objects from touching you. • Leaf blowing • Shockwave • Stinkiness	**Attract** Draw objects closer to yourself. • Vacuum • Bait • Bird calls	**Shoot or Throw** Launch missiles at other objects. • Bullets • Basketball • Paint globs
Influence Indirectly influence the behaviour of an actor. • Trick guard with sounds	**Trap** Lay traps and ambushes to remove actors. • Tower defence • Tripwires	**Control Directly** Complete control of an actor besides the player character. • Possession • Alternate PCs

Command Partial control of an actor other than PC. • Move orders • Possession of an NPC's hand	**Demonstrate** Perform an action for NPCs to imitate. • Teaching • Mirroring • Guiding	**Experimentation** Information is not made available, and must be gained mainly through experimentation.
Exploration Information is gained by exploring and examining objects and the surroundings.	**Investigation** Information is mostly collected by questioning actors or following leads.	**Assembly** Objects are assembled based on predefined rules. • Jigsaw puzzles
Stacking Objects combine arbitrarily. • Tetris • Wooden blocks • Mr. Potatohead	**Combination** Objects combine in a limited and predefined way. • Crafting • Car parts • Stamp + ink	**Repair or Heal** The player must maintain damaged or worn objects. • Barricades • Hurt friendlies

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