



Game Play Actions

	<p>STATIC</p>	<ul style="list-style-type: none"> • When a player first enters a scene • When a player must analyze the situation • When a player is busy looking, listening, or reading • When a player is “outside” the game
	<p>INPUT</p>	<ul style="list-style-type: none"> • When a player hears and understands audio • When a player reads and understands text • When a player interacts with people, places, and/or things that provide meaningful information
	<p>STRATIGIZE</p>	<ul style="list-style-type: none"> • When a player encounters new information or experiences, and stops for metacognition or strategy formation • When a player enters into interaction with other elements within the game and then initiates action based on that information • When the path of action can be observable as a pattern that suggests a strategy
	<p>ACTION</p>	<ul style="list-style-type: none"> • [Action Vector] When a player takes action to move within the environment, to interact, to emote, to fire weapons, or in general anything observable that the player does • [Learning Vector] When a player takes actions that correspond to progress within the game that match those goals within the Master Design Chart
	<p>T&E EXPLORE</p>	<ul style="list-style-type: none"> • When a player is moving randomly or unpredictably within the game environment • When a player is looking for something and must search in a number of locations
	<p>INTERACT</p>	<ul style="list-style-type: none"> • When a player interacts with people, places, and/or things • When a player touches, picks up, or stores items in the environment • Interaction may range from shooting, throwing, hitting, touching, confronting, dialoging with, driving a vehicle, or simply moving along side or following another character.