


99 game-elements



pun

 reward	 feedback	 score	 scarcity	 helper	 power-up	 time	 story	 resource	 theme	 variation
 spectator	 ammo	 hud	 loot	 perks	 incentive	 achievement	 currency	 economy	 obstacle	 re-action
 penalty	 badge	 life	 connection	 conflict	 referee	 end boss	 area	 rule	 goal	 explosion
 chance	 strategy	 competition	 collaboration	 merit	 level	 start	 finish	 event	 quest	 weapon
 milestone	 punishment	 dilemma	 challenge	 gift	 joker	 prop	 treasure	 surprise	 magic	 polarity
 status	 contrast	 profile	 controller	 collection	 token	 tribe	 gain	 promise	 era	 underdog
 risk	 tool	 scenery	 problem	 pauze	 puzzle	 host	 pain	 objective	 content	 antagonist
 save point	 pitfall	 threshold	 climax	 bonus	 enemy	 death	 friend	 hero	 trigger	 avatar
 fortune	 judge	 authority	 easter egg	 boundary	 threat	 protagonist	 escape	 multiplier	 opponent	 danger