

# Live Game Design

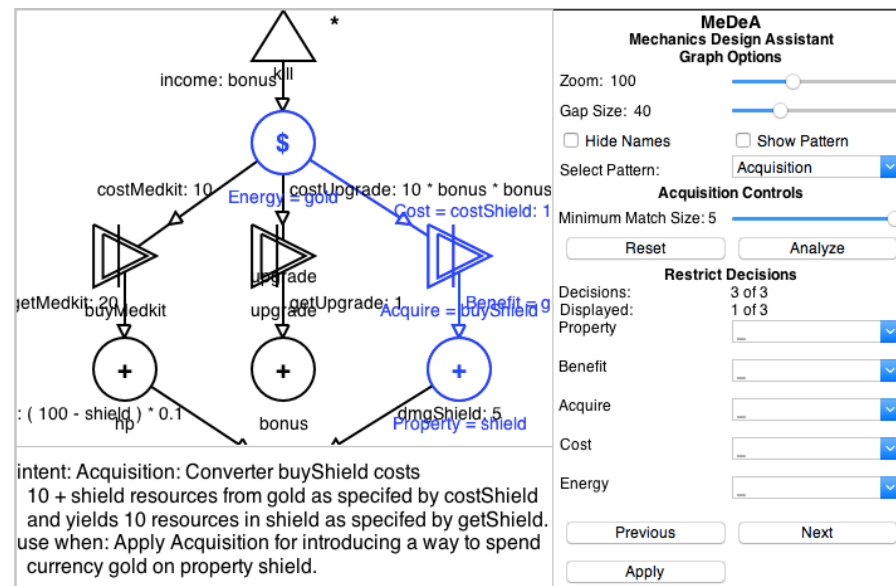
**Goal:** Reduce cost of game design cycles that take too much time.

**Problem:** There exists a mental gap between a game's design and a game's code, how it runs and influences player experience when played.

**Solution:** Micro-Machinations enables game designers to modify a game's mechanics (rules) live, at run-time.

## References

- P. Klint and R. van Rozen. Micro-Machinations: A DSL for Game-Economies. In SLE, 2013.
- R. van Rozen and J. Dormans. Adapting Game Mechanics with Micro-Machinations. In FDG, 2014.
- R van Rozen. A Pattern-Based Game Mechanics Design Assistant. In FDG, 2015.



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