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CMS.608 / CMS.864 Game Design  
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## **CMS.608 – 26 February 2008**

Notes by Clara Rhee

### What is luck?

- Assumes a possible win condition
- Even in a purely skill based game, like chess, there's uncertainty
- Random vs. uncertainty
- How can random be used?
  - Advancement
  - Initial conditions
  - Percentage of success/damage
- It's hard to amplify luck
- Luck is usually used to even things out
- LET'S PLAY
  - Thunderbolt – purely random
  - Pig – some decision making
- The amount of risk changes perception of luck
- Note "Eeny-miny-moe"
  - Supposed to be "random choice"
  - But there are extra verses and ways to adjust the outcome if it's not favourable
  - Only an illusion of random