

How do we
measure worth
of deeds, people
and things?

How do we assign
value to these
things?

SECONDARY SELECTION

↳ everyone has
some fatal flaws,
all best people got
off world

LOSS
MELANCHOLY
REGRET
PRESSURE

DIFFICULT MORAL
CHOICES

DISCONTENT

THOSE

LEFT

BEHIND

- balancing resources
- maintaining order

How to evoke
loss in the
choices of the
player?

How to craft
meaningful dilemmas?

What is a worthy
dilemma to put
in a game?