

ABSTRACT

Aspects concern a method for simulating a video game environment on an electronic gaming device, comprising determining, depending on user input to the electronic gaming device specifying actions of a player character controlled by a user, a score for each component of a multi-component relationship between the player character and a game object defined in game data, wherein each component of the multi-component relationship is associated by the game data with one or more game elements;

Determining, in a game event related to the game object, for at least one component of the multi-component relationship, a result of the game event from the game element associated with the at least one component depending on the score of the at least one component and simulating the video game environment on the electronic gaming device according to the determined result.

FIG. 3