COMP 4260 Game Mechanics Analysis

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Prof. Stucki

Based on Chapter 10: *Some Elements are Game Mechanics*, think about each of the following aspects of game mechanics and answer the questions as they relate to your team’s game.

1. Space:
2. Answer each of the questions in Lens #21.
3. Are there any ways in which your game’s use of space is innovative? Explain.
4. Objects, Attributes, & Space:
5. Answer each of the questions in Lens #22.
6. .On a separate sheet of paper, draw the state diagrams for any objects that will have complex behavior in your game.
7. Actions: Describe the operative actions that will be available to players in your game. How do you anticipate these operations influencing the player’s experience (refer to Lenses #23 & #24 for ideas).
8. Rules:
9. What is the goal of your game? What is the player’s objective?
10. How will a player learn how to play your game?
11. On a separate sheet of paper, write down all the rules of game play (i.e. *Operational Rules*), including information about scoring and/or winning the game.
12. Skill:
13. Make a list of skills required in your game and categorize them both as physical, mental, or social and as real or virtual.
14. Look at the questions in Lens #27 and comment on those you think are relevant to your game.
15. Chance: Discuss how chance or randomness is incorporated into your game. What are the expected values of the various chance events? How are these impacting the player experience?