ITCS 4231/5231 – Advanced Game Design and Development  
Homework #2

**Due via Moodle the night before our next class at 11:55pm**

**Instructions**Pick one of the following.

* 1 – Pick a game that you’re familiar with that utilizes or attempted to utilize one of the game design principles we discussed today. Analyze how the designers incorporated the concept and reflect on its effect on the game.
* 2 – Research a game design principle that we didn’t discuss today. This should be an official principle with research/studies back it up, not just one that you’ve come up with. Explain the design principle and how it can affect a game.