

# How to implement in our game?Ch9-10

As we are building a bike racing game, we need to evaluate how to make players of our game feel motivated and focused to play our game. The gameplay should be clear and distraction free. This can be done by making the character's sense of field a little narrow so that the player will only focus on the bike and the road to avoid any obstacles. The obstacles should also be simple, straightforward so that users can spot them from a certain distance. The game also needs to be challenging, so we can introduce levels in our game with difficulty increasing in each level but the difficulty has to be balanced by motivating the player to increase their skill so players do not feel frustrated. To better understand how players will react to our game, we need to play the game ourselves and imagine being in the players' place and come up with certain limitations of the game and their improvements.

When implementing game mechanics in our game, we should be able to define the space in which our game takes place such as 3D. Our game should have different objects and props such as bikes which the player unlocks at a certain level. We can add many actions in our game such as driving a bike, doing wheelie, drag racing and much more. We can introduce other game modes such as time-trial, arcade and others to make the game more interactive. We can add some sort of skill level for players like if they win a certain amount of races, they can be eligible to participate in a gold league with other such players to win in-game prizes like upgraded bikes. We can also add an element of chance to our game by introducing daily spin, in which players can spin a dial once every 24 hours, and can win certain prizes depending on what the dial lands on.