**Chapter 4**

**Summary:**

The game consists of four basic elements:

**Mechanics:** Mechanics describe the goal of the game and determine what and how the players can try to achieve the goal. Mechanics is an important part of the game which distinguishes the games from other linear entertainment experiences, such as books, movies, etc.

**Story:** This is the sequence of the event that unfolds in your game. But a good story needs good aesthetics and mechanics that strengthen the story and let the story emerge.

**Aesthetics:** Aesthetics determine how the game looks, sounds, smells, tastes, and feels. They are mostly directed to player’s experience. A good aesthetic needs a good story and mechanics that let aesthetics emerge at the right pace. Good aesthetics can really create a truly memorable experience for the players.

**Technology:** Technology refers to any materials and interactions that make the game possible, such as paper, pencil, etc. It is the medium in which aesthetics take place, mechanics occur, and through which the story is told.

All the above elements are equally important in game design. The author then describes the role of each element in the ‘Space Invaders’ game. He argues all the elements were working hard towards the goal of the game and making the player experience memorable. He then urges to focus on both skin and skeleton of the game simultaneously. Designer needs to think about not only the internal workings of the game, but also the player experience as well.

**Implementation:**

We know that all the basic four elements need to be there in the game to make it enjoyable and good experience for the user. We will make sure to implement good mechanics in the game. For example, in our game, the goal of the player is to cover as many miles as possible of distance while avoiding the obstacles and collecting / gaining points down the track. Their motivation of earning points would be to unlock new game modes, new vehicles, or new character may be.

The story of the game is very simply. The user is driving a bike, get over obstacles, and earning coins to unlock new game modes. Bike, a human character, and obstacles will serve as the materials/objects in the game that will make the story and mechanics possible in the game.

We also know the importance of the aesthetics for the game and will ensure to make it pleasing for the users. Because if aesthetics is not good, no matter how much good our story or mechanics is, people won’t play our game and will reject it straight away.

In the end, a successful game is always a result of correct implementation of all these fundamental elements in the game. Although, we are in the early stages of designing and developing a game, but we aim to develop the game that is equally challenging and provides a good experience to the user.