# Game Mechanic Research

You will be investigating games that include the game mechanic you are researching. Once you have developed an understanding of these games, you will use online resources and those provided to you to develop a simple game that uses this game mechanic. At the end, you will write a brief report that describes what you have developed, what you discovered while developing the mechanic and what you would consider adding to what you’ve created.

## Research a Game Mechanic

|  |  |
| --- | --- |
| Video Game Name: |  |
| Link to Game/Company website: |  |
| Briefly describe the game |  |
| Describe how the core game mechanic works in the game? Explain your answer. |  |
| List and describe the input mechanic in the game: |  |
| List and briefly Describe two or more supporting mechanics and how they work in the game: | 1.  2. |

|  |  |
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## Implement the Game Mechanic in a prototype

You must refer to these resources whilst implementing the game mechanic.

* At least one online source
  + either a:
    - tutorial
    - example
    - or reference
* the provided tutorial handout

What you create should be **very simple**. As in it should only demonstrate the mechanic you are researching, and things it needs to achieve this, and very little else. This is not a full game but a way to test how to create and use the mechanic.

The prototype does not have to be neat but

* It has to be your code
  + You can look at other code but you have to code it yourself
* Your code needs to have comments
  + Try to understand the code and explain it so you can come back to it later when you make your game.

## Report on the Prototype

|  |  |
| --- | --- |
| Name of the Game Mechanic: |  |
| Describe what the game mechanic is: |  |
| Describe how the game mechanic works in your game: |  |
| Describe what you learned whilst researching and developing the game mechanic: |  |
| Talk about some changes you would make the next time you implement this mechanic |  |
| List a few features you would add to your simple game to improve it (relating to the game mechanic): |  |

### Add links any online resources you referred to during this exercise here: