**Challenges**

Challenges are already part of the game because they add thrill and enjoyment experience to the players. A game is not a game without challenge and most of the player, they play not just to entertain themselves but also to hone their skills and it’s the same on the idea why we practice playing instruments, and that’s because we want to improve our skills.

(Ang mga pagsubok ay parte na ng laro dahil ito ay nagdaragdag ng thrill at kasiyahan sa mga manlalaro. Ang laro ay hindi matatawag na laro kung walang pagsubok at karamihan sa manlalaro, sila ay naglalaro hindi lamang para libangin ang kanilang sarili ngunit nais din nilang ihasa ang kanilang skills at ito ay kapareha sa ideya kung bakit tayo ay nag i-ensayo sap ag tugtog ng instrument, at ‘yan ay dahil sa kanaisang ihasa an gating skills.)

Accordingly, challenges that occur in a game are often related to the game’s genre. So, since we have different types of genres, each genres has a particular challenge. Such like in action game, one of the challenge in this genre is that, player is in control and at the center of the action which involves physical challenges. Example is survival, and some of the famous survival action game is the *Residence Evil* and *Fortnite*.

(Alinsunod dito, ang mga pagsubok na nangyayari sa isang laro ay kadalasang nauugnay sa genre ng laro. Kaya, dahil mayroon tayong iba't ibang uri ng genre, ang bawat genre ay may partikular na pagsubok. Tulad ng sa action game, ang isa sa mga hamon sa genre na ito ay na, ang manlalaro ay nasa kontrol at nasa gitna ng aksyon na kinasasangkutan ng mga pisikal na hamon. Halimbawa ay ang survival, at ang ilan sa sikat na survival action game ay ang Residence Evil at Fortnite.)

These are the certain challenges that occur in games genre:

First is **Explicit**.

An explicit challenge is intentional, immediate and often intense. This type of challenge involves strategies among players. An example is being a pro player in Mobile Legends. A professional player must win the game by showcasing their best game skills and working as a team. The gameplay is more challenging because every single pro player here is skillful and uses their own strategies to counter their opponents.

Second is **Implicit**.

An implicit challenge is not specifically added to the game but is an emergent feature of the game itself. Some player are struggling in understanding the features of the game application. Based on my experience as well, I am struggling on how to properly utilized the items in Mobile Legends, what will be the build items for some traits in ML like Mage, Marksman, Fighter, Assasin, Tank and Support heroes. Though there are given instructions but somehow, there are lots of things that you need to encounter before you totally understand it.

Third is **Perfect Information**.

When perfect information is provided, the complete state of play is known to the players at all times. Perfect information yields logical challenges, where players assimilate the information and use it to decide on the best course of action.

When the player already get the guidelines of the game, they could able to play the game based on the way they want to. To understand the game easily, it makes the game interesting and it challenges the player/s how to overcome the obstacles in a certain game for them to know the rules and how they can play it.