CLASH ROYALE

Game Design Analysis

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Overview:-

Clash Royale is a game created by SUPERCELL back in 2016. It is a tower defense game in which you attack the opponent's towers using various characters with specific strengths and weaknesses.

Design Analysis:-

The game is designed uniquely, with each Arena designed differently, defining a different theme and also with different sounds

Coming on to different characters, currently, there are 156 characters, each with a different design and an ability. Some are flying characters(like bats, dragons, etc.), whereas some are spell cards, and some are troops that advance to attack the enemy's tower.
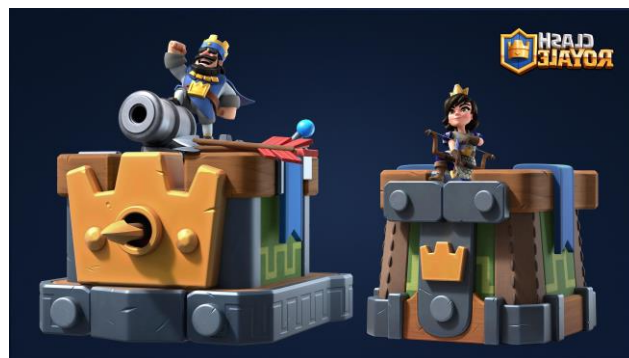

Each card is designed very precisely, keeping in mind their expressions which creates an image in the player's mind.

Coming on to towers, towers are designed vey basic with the king tower largest in size , tower skins can be collected from chests which enhance the tower design .

(basic tower)   (tower with skin)

Each tower has an archer on it, and the king tower has a king on it whose expression is made angry as he is eager to win and kill the opponents.

Coming on to emotes, they are an essential part of communicating between two opponents. There are four basic emotes defining different emotions people experience while playing the game.

Overall, the game is designed very well in all directions, keeping the users attached. After all,that is what the games want to do (keep more users online).

Overall the game is complete in itself, with each match ranging from 3 to 4 minutes.

The only thing that can be added to improve the game more is adding different modes in the battle section like Rage Battle, 7x Elixir, and Draft battle. These all are in the non-competitive sections as of now, but I would like to see them in competitive sections as well.

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