

Design Analysis

The five Schell's lens our group decides to discuss in this analysis includes the lens of Skill, Time, Chances, Simplicity/Complexity, and lastly the lens of Essential Experience. Acknowledging the fact that some of other lenses are also important to our overall design. However, we truly believed that the following five lenses will have the biggest impact to our unique game and there is why.

The first lens I will be discussing is The Lens of Essential Experience. Throughout this game we really want the player to have the following experience. First being the feeling that every action user takes is going to impact the future of him, the game, and his opponent either positively or negatively. For instance, when player destroys a bridge connects two lands from a river; it will stop his opponent from moving closer to player in the near future. Hence player will won't feel like whatever he destroy are pointless or serve no purpose. Secondly, we want player to have that feel of getting better and learning something new every time and they play our game. For example, player might not know what a certain type of ammo will do or even the physics behind that ammo he just picked up. However, as player progress through the game, he/she will have a better understanding of the game mechanics. And that brings us to our last point; we want our player to feel a sense of progression from playing our game. To allow player capture that moment, every time they completes a level, we will award them with new power up to their ammo, heal and movement speed to their tank.

The second lens I will be discussing is The Lens of Time. Since our game is associated with turn base type gameplay, the only thing that determines the length of the gameplay is how skill the player. After all, player had to actively destroy their opponent or get destroy. To prevent the game from dragging too long, we are going to include a timer mechanic from turn to turn. To prevent the game from ending too early we are going to placing both battling tanks far apart from each other. In doing so, both tanks will have enough time to move closer to each other, making the game more intense as turns pass by.

The third lens I will be discussing is The Lens of Skill. Schorded Earth 3D is a simple game on the surface, but deep under it actually requires a lot of skills. For instance, to do well, player are require to perform complex polynomial calculation on ammo projectile to be able to damage they're opponent. On top of that, players also have to take in the tanks surrendering terrain as part of they calculates, because terrain can either be used as protection and to immobilize your opponent. As the player continue to play Tanks of Fury, their in game knowledge will be improving as well. For example, player can uses wind speed to increase the latitude and longitude of their projectile and shoot "mud blocks" in front of their opponent's face to block their view point.

To answer the question of “Are there type of skill this game is missing?” The answer is yes, since our game is turn base, there would not be any guns blazing and quick time event. Furthermore, there are not many management skills require to play our game besides managing players special ammo.

The fourth lens I will be discussing is The Lens of Economy. To make Tanks of Fury more interesting, players will be receiving up grade points upon completing each level and extra points will be distributed if they complete a level within certain turns as reward. Despite the extra reward, Tanks of Fury still have a pretty balanced economy because there are not other ways to obtain upgrade points other then beating the level. Unfortunately we are not EA, so there will not be loot crates or real world currency involve in this game. Anyway, with up grade points, players are able to upgrade or customize their tanks to better fit their play style. For instance, a more aggressive player might put all their upgrade points on damage, whereas a balance player would prefer to upgrade both damage and health.

The last lens I will be discussing in this analysis is The Lens of Punishment. When play make mistakes in Tanks of Fury, they will be punished. Some of the punishment we included is, loss of HP that could lead to death and restart to level, various debuffs that makes player’s tank weaker, and terrain traps that disable movement of the tanks. In doing so, we are hoping that player will take a more strategic approach to the game and encourage the player to improve their skills. However, since Tanks of Fury is really skill oriented, there won’t be any reward from punishment.