Games Analysis and Redesign

<Game Name>

<Team Name>

Team Members and Roles

|  |  |
| --- | --- |
| Name | **Role** |
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# Tank / Boat Game Analysis

In your groups of two to three, Analyse the Game you have made (Tank Game, Boat Game, or other). As a team write your results

## Game Analysis:

**Game Name:**

**Brief description of the game (Genre, theme, story)**

**Briefly analyse the main gameplay, what works? what doesn’t? why?**

**Who is the Target audience, what kind of things does the game use to attract them?**

## Game Analysis of Mechanics:

In the same groups, research the same game, but this time, look at the mechanics it has. You can use the game examples used last session with Game Analysis.

**List as many mechanics that you can find in the game (At least 6):**

**Next page we will analyse the mechanics more**



## Mechanic Breakdown.

**From the list written, breakdown the mechanics into Core and supporting mechanics. Describe the mechanics of the game (Including movement).**

**This can include, inputs, functionality, how they interact with other mechanics. Give more detail then when a button is pressed it does this. How, does it do it? Why does it do it?**

### Core Mechanics

**Movement Mechanic:**

**Mechanic 1:**

**Mechanic 2:**

### Supporting Mechanics

**Choose 2 or more supporting mechanics, and describe how they interact with the main mechanic to create an interesting experience for the player:**

**Mechanic 1:**

**Mechanic 2:**

# Your Game adaption

In your team, break down the adaption of the game you are planning to make. You can keep as many or little mechanics as you want from the original game. You will then choose **at least two** mechanics **for each team member** to ether adapt from the original game or create a brand-new mechanics to incorporate. split evenly between yourselves.

For this task try to make 3-4 for each and then look at what to refine / cut when you start planning the schedule. If you choose to do more than one, choose the two key ones you will do first, then if time work on more.

**Brief description of the game (Genre, time made, story)**

**Briefly Discuss the main gameplay loop (What the player does each time they play the game)**

**Who is the Target audience, what kind of things can the game use to drive this?**

## Mechanics for Game

**Describe any mechanics you are keeping the same (Add more if needed)**

**Mechanic 1:**

**Mechanic 2:**

**Mechanic 3:**

**Describe any mechanics you are going to adapt, and what you will do to them (Add more if needed)**

**Mechanic 1:**

**Mechanic 2:**

**Mechanic 3:**

**Provide a list of brand-new mechanics you are wanting to add (Add more if need be):**

**Mechanic 1:**

**Mechanic 2:**

**Mechanic 3:**