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Aug.29.2020

Closed World Game

Games are critical to the growth and living of an individual. They refresh the minds and stimulate the brain of any human being. According to Fullerton (2014) by the book *A Playcentric Approach to Creating Innovative Games*, the games help in relieving stress, they also help in building creativity and widen the thinking capacity of any human being. So, all in all, the games are very beneficial for any human being. The essay discusses the experience one has after playing the game, all the possible outcomes and the changes that can be made to ensure the improvement and perfection of the game. Nonetheless, the paper discusses a closed world game and features.

Initial thought on A closed World Game

Initially, I thought the game was just like another usual game whereby there is an individual who explores places and runs throughout without having a mission to accomplish. Also, I thought the game is the usual video games that children play on computers and on paly stations. only to realize that actually, the character has a mission to actually accomplish. Moreover, the game has been modernized in a special way to make it a complete game and the graphics are more improved as well.

Formal and Dramatic Elements of the Game

The game has a character who has to surpass some of the challenges faced in the forest, the creatures are designed to look like “demons” who can destroy the village members of the character. Therefore, the game begins in the forest and the character has to kill all the “demons” from the forest in order to rescue his or her village members. Hence, the character has to ensure that all the “demons” like creatures are all destroyed. The players of the game should be relaxed and fight back to conquer the fight to exit the forest as a whole. So, the player has to save the village through the battle. Furthermore, the dramatic elements of a close world game are the experience one goes through like creativity involved, whereby one has to do away with all the “demon” like creatures. Additionally, battling the “demon” like creatures is fun.

Benefits and Demerits of the Game

A closed World has some of the features that are very appealing. First, is the fact that it enables one to apply creativity while playing. Secondly, the fact that it is unpredictable makes it very interesting since one has to be a hero and solving the problem affecting the villagers by going through the forbidden forest. Besides, the dislike of the game is the fact that it is difficult to go through the forest because of the beast or "demon" like creatures which are found in the forest.

Redesigning

The changes that should be made when redesigning the game, for instance in the formal element is how the game presentation is made for example how the game begins, which will influence the other formal elements, the display will be appealing. While in dramatic elements clues should be provided of what can be found on the other side of the forest or how to navigate the forest to save the village. Also, some of the graphics to be added to make the game more interesting for example changing the music tones and the display of the game on the screen. Additionally, the

storyline to be made more complex as to make it more appealing and make one play the game for a longer period.

References

Tracy, F. (2014) *GAME DESIGN*

WORKSHOP. A Playcentric Approach to Creating Innovative Games. Eric Zimmerman