**Comparing rules in two games**

**Game name 1: (ideally your chosen game)**

Question(s) you are trying to answer…

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| Is this a rule which only exists in this game? | **Identity**  Q1: To what extent do the rules create the game identify and uniqueness? |
| Is this rule similar to another rule in a different game? |
| Does this rule align very loosely to a specific mechanic |

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| Which rules effect which characters/elements of the game? | **Implicit**  Q2: Does the game feel overly rule based and that the rules are not hidden enough? |
| Are there any rules that are ambiguous? |
| Are the rules easy to establish and identify for the players? |

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| Which rules add to the game play and which ‘get in the way’? | **Game play**  Q3: Do the rules effect the playability of the game in a positive of negative way? |
| To what extent do the rules limit players experience? |
| Do all players have to follow certain rules and if so which and why? |
| Can the rules be subverted or used to an advantage? |

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| Are any rules time-bound (against the clock or timer) and if so, how does this affect game play | **Rules**  Q4: Application of the rules through the game play? |
| Are the rules repeated across different scenarios or with other players/characters in this game? |
| Can you identity a rule or rules which could be adjusted or removed or added and that would improve game play? |

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| **Summary notes**  [Using your responses/notes/research from Q1,2,3,4 from above, produce an analysis of the game here – delete this text]  Q1 - The game’s identity…  Q2 - The implicit rules…  Q3- The game play…  Q4 - The rules… |

**Game name 2: (a game you did not choose)**

Question(s) you are trying to answer…

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| Is this a rule which only exists in this game? | **Identity**  Q1: To what extent do the rules create the game identify and uniqueness? |
| Is this rule similar to another rule in a different game? |
| Does this rule align very loosely to a specific mechanic |

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| Which rules effect which characters/elements of the game? | **Implicit**  Q2: Does the game feel overly rule based and that the rules are not hidden enough? |
| Are there any rules that are ambiguous? |
| Are the rules easy to establish and identify for the players? |

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| Which rules add to the game play and which ‘get in the way’? | **Game play**  Q3: Do the rules effect the playability of the game in a positive of negative way? |
| To what extent do the rules limit players experience? |
| Do all players have to follow certain rules and if so which and why? |
| Can the rules be subverted or used to an advantage? |

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| Are any rules time-bound (against the clock or timer) and if so, how does this affect game play | **Rules**  Q4: Application of the rules through the game play? |
| Are the rules repeated across different scenarios or with other players/characters in this game? |
| Can you identity a rule or rules which could be adjusted or removed or added and that would improve game play? |

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| **Summary notes**  [Using your responses/notes/research from Q1,2,3,4 from above, produce an analysis of the game here – delete this text]  Q1 - The game’s identity…  Q2 - The implicit rules…  Q3- The game play…  Q4 - The rules… |

**Analysis of rules in two games.**

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| Summary of game 1 strengths and weakness in terms of rules  Summary of game 2 strengths and weakness in terms of rules  Conclusion  Key rules are…  These key rules have the effect of… |