

## WK01HW02: Systemic Analysis of games

1. Which games did you choose and what are their genres?

The two games that I chose is [Rocket League](#) and [Digital Paintball 2](#).

Rocket League is an online player vs player/Co-op vehicle soccer game while Digital Paintball 2 is an online first-person shooter, capture the flag game.

2. What are the systemic loops in these games?

Referring to the section of systemic loops "*thing A affects B, B affects C, and C affects A*", Rocket League excels in this systemic thinking. For example, thing A is the player which affects B the ball, the ball affects C the goal, ball goes into the goal, the goal awards one point to the player who scored hence C affects A. The correlation between the mechanics of Rocket League and systemic loops is high. After reading this section, I understand how this simple loop can generate such success because the motion is repetitive.

The systemic loop in Digital Paintball 2 is that the player goes to the middle of the map to get a flag, bring that flag back to get points for your team. All while you are under fire from the opposing team.

3. How could the systemic loops be changed to make the game more difficult?

Rocket League has other game modes to make your experience like a roller coaster of emotions. One great mode that makes the game more difficult is called 'rumble'. In rumble, there are powerups that stop the ball, make a player speed up for a period of time, plunger (essentially yank the ball away from the opposing team) and much more. What makes this difficult is that

the powerups you get are 100% random and you have to anticipate what the other team might have. One example is that the opposing team net might be wide open, you push the ball in and BAM! The opposing team used a freeze ability to the ball delaying your victory.

What can make Digital Paintball 2 really difficult from the simple systemic loop is making the maps very hard to navigate around. There is a need for skill for this and if you don't have the practice in it can be very frustrating.

How could the systemic loops be changed to make the game easier?

In Rocket League, the field you play on provides boost and when you take that boost to make your car go faster, the respawn rate of that boost is about 10 secs. If the time was reduced, it could help get the player closer to the action and possibly securing a goal.

In Digital Paintball 2, the one thing that the game could benefit from is an aiming animation. There is a certain instance where you need to take out the campers from a distance without blowing your cover.

#### 4. What is the smallest (most reductionist) aspect of the loop?

A small reduction in the Rocket League is the more you play, you get free items you can use for your car. This doesn't hinder performance of the virtual object.

There isn't any reduction in paintball, the more points or kills you get just gives you bragging rights.

#### 5. How does the loop fit in the holistic view of the game?

Playing Rocket League for the first time can be frustrating and discouraging because you can see players fling the ball in the air like it is no problem. To encourage players to do this, the game provides training course to improve your offense, defense, and skills. In return you get achievements for completing these courses. In addition, the rhythm of the game at times can be like any sport like Basketball, Soccer or Hockey (going back and forth on the field/court).

Paintball doesn't much of holistic view like Rocket League. The game can get one sided real quick as in spawn camping or being denied from getting the flag. So from the losing side, this doesn't seem that the game is connected as one if I understood the holistic view that is applied in this scenario.