

Formal Parts

Shaked Levi 318985165

John Ratner - 318772985

Analyzing a game - shaked

Purpose -

A game i recently played is called - **Shadow Of The Tomb Raider**

This game is one of a franchise series under "Tomb Raider" featuring Lara Croft, a british archaeologist who ventures into ancient tombs around the world in order to find secret treasure and forgotten relics.

The game is developed for Console and PC.

Game's core elements -

Players

- The game audience are players of the ages 18 and above as it features blood, violence, swearing and killing. (PEGI 18)
- This is a single player campaign with no interaction among players.

Goals

- In order to beat the game the player is required to beat "Trinity" - a heinous organization that is pursuing the relics as Lara is but their goal is to use them for their own purpose even if it means destroying the world by doing so.
- The game uses a mechanism of "quests" - the player is tasked with different quests telling him where to go and what to do in order to proceed to the next level or area. Also there is a map the player can use which will help him navigate around the world to find hidden secrets (tombs, treasure, weapons, etc..)

Processors

- The game starts with Lara Croft and her partner Jonah crashing from an airplane into the jungle and later shows Lara Croft awakens underground with multiple injuries telling the player that he needs to get up and escape the tunnel to reunite with her friend.
- In order to progress in the game the player is tasked with unraveling the secrets of the island he landed on by doing mini quests to find and loot hidden chambers and collect materials in order to upgrade his gear.
- To beat the game, the player has to explore the entire area on the island, find all the secrets, collect all the loot, upgrade his gear to the best quality, and to beat the organization trying to find the forgotten relics.

During each new encounter the player has a pop up window that assists him in learning the new mechanics. (example - in the game, the player can transcend or descend walls using a pickaxe, those walls have a different and bold color, the game is guiding the player by showing him the controls he needs to click in order to do so.)

Rules -

- Climbing - the player can only jump or climb on certain walls, and if he tries jumping on walls that are not marked, he will not succeed doing so.
- Fighting - the player can only fight certain characters (he can't attack friendly NPC's)

Resources

- There are a couple of resources in the game - **experience points** acquired by eliminating enemies which are used to level up your character and obtain new skills, **coins** meant to buy certain items from vendors, **materials** used to upgrade the player's gear, **vegetation** which is used to make healing items and there are even **hidden parts** that need to be collected in order to acquire secret weapons.
- Resources in this game are hidden all across the island which the player is tasked with finding, the player has to do some exploration in order to find those and sometimes to be a little creative (create ziplines) in order to reach certain hidden spots.
- At the start of the game, the game shows the player what kind of resources are available in the game, and what he needs to do in order to find and collect them.

Main Conflicts

- In the game the player encounters two different of conflicts
 - a. Enemies - which the players have sometimes to defeat or avoid in order to progress in the game.
 - b. Puzzles - encountering hidden chambers in the game (Tombs) features a puzzle mini game that the player has to solve by avoiding traps, moving objects and climbing walls in order to get rewards.

Conflict **a** is pretty generic for all games of the genre that feature enemies you have to defeat in order to progress and earn experience points, on the other hand, conflict **b** adds something different - the hidden chambers that the player has to find and solve the puzzle they hide, each chamber tells a different background story which adds to the mystery of the game.

Boundaries

- Is a semi open world, it has a couple of areas around the map the player can explore.
- Not all areas in the game have meaning, some are meant for just the beautiful sightseeing and others are meant for exploration.

- As each area is pretty small it's not that tedious traveling, the player ventures from one camp to another, after reaching a camp, the player can teleport from each camp to any previous camp he's been to.
- Navigation in the map is simple, the player can open the world map and see where he is at any time.
- Boundaries in the game are quite fun, the island is surrounded by dangerous waters, so as natural if i try to jump to the water the player drowns and dies, also not every place is reachable as the player can't on every high mountains or high walls like in real life.

Outcomes

- There is only one outcome to the end of the game, it does not feature any decision making at all, it tells a story, like a movie where we control the protagonist and do what is required by our missions.

If i had to pick one, i'd choose the "Conflicts" section, in particular the Puzzles part, every veteran player of the "Tomb Raider" saga will say that what's unique to this game is those chambers and crazy fun puzzles that needed to be solved in order to unravel the mystery behind each tomb and get the rewards awaiting in the final room.

(Bonus - at the beginning of tomb raider saga, the game was developed as only puzzles game, where Lara Croft only explores chambers, solves puzzles and does not fight enemies at all, later it was expanded on that and added enemies to immerse the game even more)

Changing a board game - shaked

The board game I chose is **Munchkin**, it's a card game about dungeon adventure.

You and your friends compete to kill monsters and collect magic items that will increase your character power. The game starts with 5 cards for each participant, in order to win the game you are required to be the first player to reach level 10.

Quick explanation about the cards - this will be required to understand the dilemmas i add - There are two types of cards in the game - "Door" and "Treasure", **Treasure** cards are earned by defeating monsters and have value (gold) that can be sold or used in order to increase the player attributes, **Door** cards are the cards that the player gets each turn, they can have couple of effects on the player - Trap cards, monster cards, race/job card (adds skills to the player) and some even give bonuses the the player.

6. Dilemmas

I chose adding decision making to the game -

- After defeating a monster each player is rewarded by levels and treasures only (each monster has its own rewards), so my twist would be to allow the player to choose to pick treasure cards or door cards. (For example, if the player is rewarded by 3 cards, he'll be able to choose from picking 3 door cards or 3 treasure cards)

Playtest -

The core game is intended for 3-6 players, this hasn't changed here either.

Over the weekend I tried the new mechanic added to the game with my sister and partner.

My sister said that adding the choice making added some cool aspects to the game.

My partner said that she found it more confusing as now choosing between door and treasure cards is like russian roulette, as choosing to pick the door cards may yield very good or very bad outcomes on your character.

Overall, they said that it was fun for them to try the new modified version of the game but added that they liked the original version of the game more..

Analyzing a game - Yonatan

Purpose -

For this assignment I chose to play a new game called **Cuisineer** which is a rogue-lite restaurant management game which revolves around an adventurer named Pom, which receives a letter from her parents inviting her home so her parents can see her before departing on their "last adventure", but when she arrives she find her parents restaurant and home almost completely empty and instead of her parents she meets an old family friend which clues her in to the fact that her parents sold everything to fund their adventure and set off, leaving the restaurant as inheritance for Pom, but of course nothing is so simple as soon after Pom manages some profit the local tax officer comes snooping, and declares that her parents also left her with a considerable debt, to be paid partially each month, Pom now must strike a balance between Adventure and Management in order to find success in her hometown.

Game's core elements -

1. Players

- The game's audience are players of the ages 12 and above, but it features violence and killing against animals and monsters. (PEGI 12)
- This is a single player story with no interaction among players.

2. Goals

- In order to complete Cuisineer you must restore your family restaurant to its former glory, this is accomplished by completing a series of quests, while not defaulting to the local tax office, later as the story progresses it makes it more clear what are the requirements of "restore to glory" such as Beating your own parents in hand to hand combat in order to join to the "League of Cuisineers"(oops spoiler), and having a popular restaurant .

- There are also side objectives and challenges which are not mandatory but can greatly propel the player forward in their journey
- Smaller goals consist of success in combat encounters and retrieval of ingredients/resources from these expeditions, and managing your restaurant for income.

3. Processors

- The game starts with Pom reminiscing about her life and receiving a letter from her parents, she(you) proceeds to read it and are thrown into a “tutorial” area, here is where the combat mechanics are explained (via the prompts appearing on screen and some enemies running at you) - from here on out the game is mostly a set of trial and error to understand the goals and the fundamentals of combat (beyond the controls), which is quite frustrating for an inexperienced player,
But sticking through and exploring enough (~10 min) will familiarize you quickly with all aspects of the game.
- The main process of Cuisineer is the Day/Night cycle, this dictates when you can open the restaurant and when you should set out to gather ingredients, and when you absolutely MUST sleep, and also dictates special times (lunch / dinner / happy hour) which may boost your income if you are prepared.
- Opening the Restaurant invites people in, if they are displeased by something (lack of space, ingredients...) they will show it with a thought bubble, and if everything is to their pleasure they will sit down and order a meal, at which point you can and should prepare it for them (via clicking in a menu...), then when it's ready they take their food to their table, eat it, and pay you! (this is your main source of income but not the only one!)
- Arguably the most important and ‘interesting’ part of the game is collecting ingredients, unlike in our world where we can grow plants and herd animals, in Cuisineer you must ‘hunt’ all of your food, be it chicken breast or flour you must beat up a creature corresponding to the ingredient (you learn what’s the ingredient via trial and error and sometimes intuition), to do this you must venture out of town into dangerous areas, each consisting of unique animals, resources, and hazards, each area consist of several layers and the deeper the layer the harder the area becomes, until you reach a boss and defeat it to unlock the next area.
- Another interesting element is interacting with NPC’s - there are several important ones, without which you cannot progress properly in the game, those being merchants that sell furniture, restorative potions, weapons, and buffs, the furniture NPC is extremely important as he is the only source of seats and tables for your restaurant, and he also manages upgrades to your restaurant.

No proper explanation of anything specific except the controls is ever given, mostly the game relies on the players intuition and other subtle hints (like flashing markers on screen) to catch

the players attention, the first set of quests acts as a sort of tutorial, seeing as it 'ensures' you know the basics if you finished it.

Rules -

- **The rules are mostly learned by trial and error!**
- Rules for the restaurant is that it can only be opened in specific times, indicated by a clock, each customer must be satisfied or they will get frustrated and leave but this loop is simple and forgiving as there is no cap on how many visitors can come (except the end of the day)
- Combat only occurs when venturing out to gather ingredients, the player start learning combat by action, first thing you learn is you can get damaged and die (which makes you lose half your inventory), you learn you can block projectiles by attacking them, and you will also notice you stun enemies for a bit when you hit them, eventually you learn you can also chain attacks with the dodge function, mostly the combat is pretty intuitive after a while but not very interesting - it does feature many types of different enemies and hazards, and several weapons with different functions and drawbacks.

Resources

- There are many different resources in the game, which are split into 3 categories.
- Health Points is a combat related resource, this includes weapons and the amount of damage they deal, in combat you also have abilities which have infinite uses but are on a cooldown after you use them.
- The game has Ingredients as a core resource, every 1 ingredient = 1 meal, which is unique to this ingredient. (and there are MANY ingredients)
- Money, Wood, Stone, and Ore are all resources the player must use to advance himself, buy furniture, gear, and upgrades.

Main Conflicts

- The games main conflict is between Pom and the local tax authority, and later in the game Pom must also confront her tricky parents (who dropped a failing in-debt restaurant on her head and ran away without a word), and some important people willing to doubt her and throw shade at her along the way.
- Pom must also face hordes of creatures to acquire ingredients for her cooking.

Boundaries

- The game consists of 2 types of areas, the Town which has hard boundaries that cannot be crossed, and each combat area consists of a combination of soft and hard boundaries, basically every level is and "island" that is finite, and cannot be left, however some of its boundaries are part of the levels hazards, seeing as you can fall into them by accident during or out of combat.

- This makes it really easy to navigate the town, seeing as you only need to explore it once (and it's very small), and every level has a minimap showing you the boundaries and goals within.

Outcomes

- There is only one outcome to the end of the game, in which you defeat your parents and join the league of cuisineers, however the goal is only revealed later in the game, and is not known from the start.

A lot of the elements come from different and well known game, for example the core game loop of **Cuisineer** is exactly the same as the core game loop of **Moonlighter** (in moonlighter you fight actual monsters, delve into dungeons to sell relics in your shop - instead of food in your restaurant), this loop is also quite similar to **Cult of the Lamb**, and the movement and combat are very much like **Hades**.

It's hard to say that there is anything innovative in this game, but the core game loop is still niche enough to set this game apart due to how well it works with the theme of managing a restaurant and fighting hordes of 'food creatures'. (the food creatures are cool)

Changing a board game - Yonatan

The board game I chose is **Citadels**, a card game about building the best city.

You and your friends compete in a city building tournament, in which the first player to reach 8 (or less for a shorter game) provinces ends the game, and the player with the most points wins.

'Quick' explanation about the game - it consists of 8 character cards which are numbered and have a special effect each, and province cards which can be built during player turns, these have a gold value attached to them indicating how much they cost to build and how much points they count for!

At the start of the game every player receives 2 gold coins and 4 province cards, and the oldest player receives the Crown, every round of the game is split into two parts - the crown holder must make a specific shuffle (changes by the amount of players) and pick a character, and then pass the stack of characters clockwise until everyone has a character card (or 2 cards for 2 and 3 player mode), at which point the round continue by calling the character numbers from 1- 8 and the players holding them play their turn in order of this call.

In each turn a player can either take 2 gold from the bank OR take 2 provinces cards and pick one and return the other, and in addition they may build a single province (unless their characters ability says otherwise)

An important aspect of this game is **Knowledge**, knowing who has what kind of character card in a round gives any player a significant advantage as there exists an Assassin character and a Thief character (numbered 1 and 2 respectively) which can seriously mess with someones

game, but the knowledge every player has about said cards is dictated by the Crown, as it dictates the character picking order - there are 2 cards (which cannot both appear in the same game) that affect the Crown, the first and classic option is the King, which gives the player who owns it this round the Crown, and the second option is the Emperor, which forces the player to move the crown as he wishes (he can give the crown to any player who doesn't have the crown at that moment).

I would make a change to how the crown works, the change I would introduce is that at the end of every round the crown must switch positions counter-clockwise (since picking is clockwise), and the only exception would be for the King or The Emperor, if the game is played with a King, the effect it has is prolonging your turn with the crown by 1 round, such that if a player with the crown picks the king, the player will still have the crown in his possession the next turn, otherwise the king functions the same.

And the Emperor's effect will remain largely the same but you can choose to prolong your turn with the crown like the king, but only once! The next time you must choose someone else to give the crown to.

This makes the game a bit more chaotic seeing as it's harder to predict who will choose the king/emperor and when, and keep players on their toes as everyone will get more chances at "first pickings" to advance their goals and player patterns will be harder to notice as the positions change.

Playtest -

I sometimes play this game with my friends, in groups of 3-6 people, and we played again with the new rules, this time some players broke out of their usual playstyle as picking riskier options was a much more appealing option, but players like myself who enjoy tracking and effectively using a combination of the crowns current position and the assassin and rogue cards were 'harmed' by this rule, as it became much harder to make predictions as to who has what kind of card, leading to a quicker and more chaotic game, overall I found it enjoyable to have a chaotic and quicker game, but I feel like the original is more balanced.