

The Lens of Essential Experience

In our game, we made it a point of emphasis to enable the player to approach the challenge of winning the game with a sense of creativity by allowing customization in a player's role. We see it as absolutely essential that the player has the ability to choose from a variety of roles, and for those roles to have high flexibility through the variety of weapons, grenades, and various pickups. This grants the player the experience of feeling as though they have the chance to take over any game from any roll, and the ability to give their team a real chance at winning the game by providing exactly what skillset their team needs to achieve success.

The Lens of Skill

Our game takes a strong approach to skill and depends very little on a player getting lucky in specific situations. To be successful in this game, some skills required are fast reaction speed and coordination. Being a shooter style game, players able to land their crosshair on an opponent in the shortest amount of time will prove to be much more successful than those lacking in this skill. Memorization of the map and how player movement typically takes place will also be an invaluable skill. Having a full understanding of when and where drops will take place will allow for players to not only grant themselves an advantage in gaining those pickups, but will also allow for each player to better coordinate with their team to take advantage of the map layout in order to hold strong positions and to deprive the other team of their pickups. The players with the skill of creating a balanced team through picking rolls that work well with each other will see much greater results than those that routinely stick to specific rolls and selfishly play the game as more of a lone wolf, rather than as a team carrying out a common goal.

The Lens of Simplicity/Complexity

This game has a few complex features centred around a fairly simple game objective. The objective of the game is a classic capture the flag where a team is rewarded for capturing a flag and returning it to their team's home base. The complexity comes in the form of roll customization and in game tactics. With the presence of different rolls, followed by the ability to customize their weapon choices and the availability of select item drops, the way in which a player chooses to approach this game can be a complex endeavour. There is no doubt that there are many different ways in which to build a play style capable of winning the game, especially when accounting for the way in which play styles mesh within a team and the other rolls selected. Not only does a player need to consider the play styles lining up on their side of the field, but also the team composition of the opposition. Style matchups are arguably one of the most complex aspects of this game with many variables to account for. As for in game tactics, the presence of two teams coordinating within each other, made up of unique characters and play styles, while traversing the same land with a common goal allows for the creation of many creative tactics involving gunfight imbalances, distance related warfare, the exploitation of angles, and much more.