

1) What is the game name, and game genre (adventure, strategy, or RPG. If hybrid, list all genres).

a) Orna

b) RPG, with mmo, territory control and augmented reality.

2) What platform did you play the video game on (PC, console, mobile, etc.).

a) Mobile (android and apple).

3) Describe the following elements of game dynamics. Associate a game mechanic or mechanics with the game you played for each element.

a) Game genre influence on the dynamics (think about the core mechanic of the genre).

i) The combat is heavily based on old school japanese RPG's from the 80's, 90's and early 2000's.

b) Luck vs Tactics

i) Every monster and boss has random chance to drop items of varying rarity (from 0% to 200% quality).

ii) The player must choose what gear to wear to maximize item drop, experience gained, & orns/gold dropped.

c) Game Balance (strength/weaknesses of pieces, environment, etc.)

i) Strengths: No ads, no pay to win structure, small tight-knit community, retro 16-bit RPG style, uses realworld map, moves with your phones gps, has real area's for players to fight over for daily income.

- ii) Weaknesses: Very grindy, limited things to do ingame, time consuming, limited ingame explanations, limited endgame options, heavy use of discord for communication due to poor ingame communication options.
- iii) Pacing: It is slow and at your own pace, which I greatly enjoy but children and impatient people cannot tolerate. Because of this I am able to play the game at my own pace on my timeframe, and the people I meet are mature adults with real lives.

4) How do the player emotions fit in game dynamics?

- a) Having the player get involved in a game is very important for full game immersion, and this can be accomplished in a number of ways. Games such as shooting, fighting and action games tend to elicit either happiness or sorrow over immediate victories and defeats. While games such as Role Playing Games may get the player emotionally involved through story and narrative. No matter what style or genre of game, player emotions are an important aspect to game design.

5) What does Sid Meier mean by a Video Game is a Series of Interesting Decisions?

- a) A game is ultimately the result of one's decisions and actions, and this is what has meaning and value to the player.

6) How is pace important in a video game? How does it affect the game dynamics?

- a) The speed and pacing of a game is very important as it is one of the key aspects which keeps a player interested and engaged in your game. Your game may have amazing features and graphics, but if it's too slow for its genre then players will get bored and lose interest, or too fast and they may become confused, frustrated and quit.

7) What is a game META?

- a) Most Effective Tactic Available.

8) Describe game dynamics (in general).

- a) The options which the player has available to them, and the decisions, strategies & tactics which the player chooses to use.