

- 1) Describe 3 game mechanics associated with Link (as per the video)
 - a) Link's shield - a tool to limit damage received
 - b) Link's Clothing/Armour - Used to limit damage received, and affects player's statistics for speed and stamina.
 - c) Hazards - Obstacles which the player must overcome using the in-game character of Link, such as a burning bridge.
- 2) Tic-Tac-Toe.
 - a) What are the game mechanics for Tic-Tac-Toe?

3x3 game board, choose who goes first, first player chooses game piece (X or O), First player takes initial turn, followed by the other player's turn, player to get 3 of their game pieces in a row vertically, horizontally, or diagonally wins, if all 9 game squares are occupied but no player has a row of 3 then the game ends in a stalemate (no winner).
 - b) How does the tic-tac-toe game mechanics influence the game dynamics based on player age?

Tic-Tac-Toe is a very simple game of logic, but children are still learning logic and how to approach games and challenges in life. So while tic-tac-toe may be an extremely easy game to win or stalemate every time, to a child who does not understand how the game even works just getting a win can be incredibly hard. So while the (benevolent) parent is not being challenged and will lose to keep the child engaged, the child is fully engaged and being challenged.
- 3) Environment mechanics. Describe 3 different types of platform mechanics for a platformer game.
 - a) Jumping; is a typical platformer mechanic that moves the character vertically, up and down, in the game world.
 - b) Destructible game worlds; where a platformer game's character and/or npc's can destroy aspects of the game world, such as certain types of walls or bricks containing power-ups.
 - c) Shooting; lots of platforms involve the main character expelling something away from them which in turn harms enemies and/or the game environment. Such as Megaman, or Mario's flower power-up.
- 4) Character Mechanics. List 3 types of character mechanics
 - a) Statistics; such as strength, dexterity and constitution which in turn affects other aspects of the game character such as damage dealt and health points.
 - b) Special Abilities: Such as being able to do a fast spin with a sword or shoot a gun in rapid procession.
 - c) Weight: Having too much weight in your inventory slows you down and reduces your jump distance.

5) Clash of Clans mechanics. Clash of Clans is a strategy game available on both iOS and Android. Watch the following commercial video - Clash of Clans Superbowl TV Commercial 2015 (Links to an external site.)

a) What is Liam Neeson's main goal and objective when playing Clash of Clans?
To protect his honour and gold.

b) Who is Liam playing against?
BigBuffetBoy85

c) Given the video, what is the core mechanic of Clash of Clans? (think about the game genre)
I have no idea... Strategy?

d) What characters did Liam profess to use in his attack?
Barbarians & Dragons

6) Game Mechanics for Clash of Clans. Watch the following video - Clash of Clans Starting Over (Links to an external site.)

a) Characters. What is the first character used, i.e. what is the first troop (character) used for attacking?
Wizards (Goblin Maps).
Barbarians were later trained and used to attack.

b) Environment
i) What buildings did he build for his village to begin with?
Builder's Hut

ii) What building/object is used for defense?
Cannon

iii) What buildings are the 2 buildings used for generating currency?
Gold Storage & Gold Mine

c) Rewards.
i) What is the main reward for a successful attack on a base?
The Triples

ii) What other monetary resources did he get?
Gold & Elixir