



certain conditions. Thinking about it, that concept is pretty close to the interactions in my game. To complete a level in either of the games, you will have to make certain objects in the game change state in order to complete it.



Unlike my game, rather than directly interacting with each object to make it change state, you can only place certain objects and change the direction they are facing. While my game is set up in such a way that it is straight forward how to solve my puzzles (as the content is currently above my target audience), Electric Box 2 requires that you have a complete understanding of each object as the levels get much harder.



There is also the question of the target audience for this game. While the game itself features bright colours and vibrant objects, the final level (that being number forty) took the creator five hours to make, something that difficult requires patience and planning I wouldn't expect from a student in years 7 and 8.



There is also some worth in taking a further look into this design. The blue grid is used to show where the user can place objects, but also does a good job focusing attention to the objects in the game without making the game seem rushed or empty in terms of design. As much game also consists of important interactions as the main focus, it is important not to drown these out. I will have to make all the background stage design simple enough to not draw any attention, but still function as a design that complements my game, allowing it to feel complete.

Overall, I found Electric Box 2 to be an enjoyable game. While I would count it as an educational puzzle game, as each level progresses that claim starts to weaken. At the start, it teaches you about different electronic components. By level 30 I feel that it has lost almost all of its educational value and only keeps its science based themes.