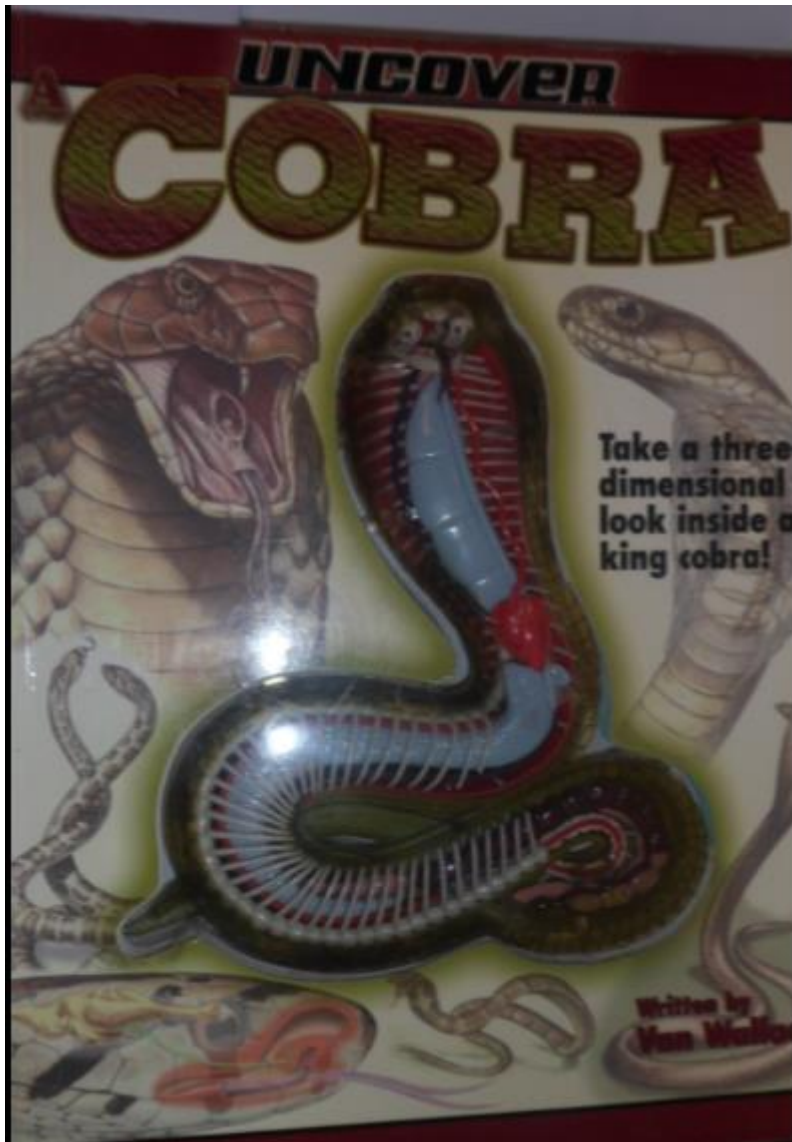# Research the Problem: Uncover Cobra

This is an educational book about snakes, using the king cobra as a major focal point.

Rather than looking at the content of the book, I would really like to home in on the presentation of the book. Firstly, it in absolutely covered in pictures of snakes and all the text is massive. This clearly is not why I have this book. This book was given to me as a present. While my mother is aware that an educational book is a suitable gift, there must have been a valid reason that drew her to this one.

Of course, this all falls to its unusually gimmick, it has a 3D layered model of a king cobra in the middle of the book.
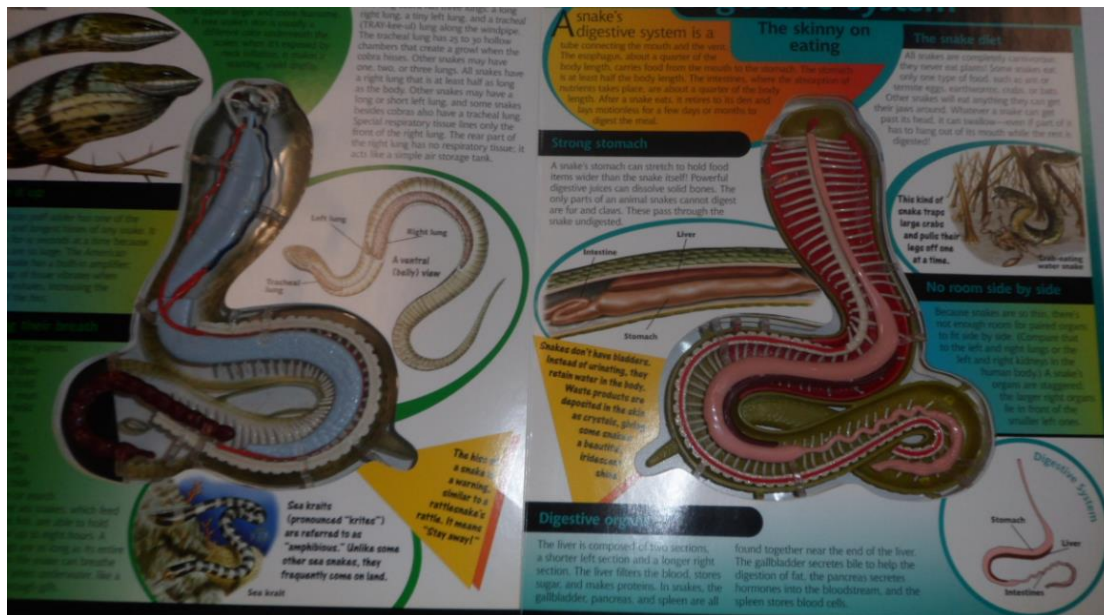
The book itself is nothing special; it uses large fonts, random colored shapes as text boxes and diagrams. The whole appeal comes from the snake that comes apart in each section. While I have seen this happen many times in games, this is the first time I have ever seen a book exhibit this 'phenomenon'.

It is possible that for certain games, a single feature will make an otherwise terrible game sell. An example of this would be the Touhou Japanese fan games, in which the poor gameplay and graphics are overlooked due to an impressive soundtrack and a massive detailed character list. This book has managed elevate itself over the normal competition with this single feature, other than the model; this would be just another educational book.

As painful as it is to admit, seeing that one aspect of a game or book can also drag to whole thing to a higher average, it may prove useful to think about the parts of my own game. Not even about this idea of using a single aspect of my game to sell the whole thing, but the opposite. Is there an imbalance in my game? Are some features like graphics a lot worst then level design or music itself? Of course, these questions are almost impossible until I start to produce tangible results, but this idea that due to the nature of my solution, that being a game, means that I need to include quality checks in parallel to my testing. This also comes back to the question of design; it seems clearer and clearer that I may have to use a simplistic style to ensure that the overall quality of the game is consistent. This falls under the idea that this use of style will draw attention away from the artistic flaws and limits and just see it as another part of the game.