GAME GENRE ANALYSIS: Team 1

Team 1: Pauline Do, Vaidehi Narayan, Masahiro Ward

YOUR NAME: Pauline Do

GAME TITLE: Doodle Jump

GENRE: Platform

TARGETED AUDIENCE: All ages

OVERVIEW AND OVERARCHING THEME

The theme of the game is to guide a four-legged creature/alien (Doodler) up a never-ending series of platforms leading into space without falling. There are monsters and UFOs that will try to kill the Doodler and prevent it from continuing upwards. The higher the Doodler is up the platforms, the higher the score is.

CORE MECHANICS

The player has to tilt their mobile device from side to side to control which direction the Doodler goes. If there are enemies, the player can tilt the phone and have the Doodler jump on or tap the phone screen to shoot them.

CORE DYNAMICS

The player has to be very careful and precise so that the Doodler does not fall off the platforms. The game also tests the player's endurance to achieve the highest score possible.

CORE AESTHETICS

Low stress and low commitment. Relaxing because it is easy to play.

USER INTERFACE

Tilting the phone side to side and touch works well because it is easy for the player to control the character and not too complex.

THEME SUPPORT

There is no background music. There are sounds when the Doodler is jumping, landing on flimsy platforms, and when it is near monsters. The art looks like doodles, hence the name. It is very simple and there was not much attention to details.

STRUCTURE

Pathway: Is the game linear, non-linear, sandbox/open world, or some combination? Linear (Vertical)

View: Pick one: 2D/2.5D, 1st/3rd person; and screen of game (pick phone, tablet, computer monitor, or TV) 2D and Phone screen

Size: How big is the world (small, medium, or large)? Google and/or guess how many minutes of gameplay is necessary to win the game? Small, no limit to minutes of gameplay.

WORLD INTERACTIONS

NPC core interactions, if any: No NPC interactions

Core sound effects (game feedback to player input, such as gun noises): Jump noise, monster noises, and platform noise when it breaks.

Number of players (single, multi, MM): Single

Social affordances (communication, proximity, roles, and metagame): None

PROGRESSION/PACING

Breaks: how frequent are rest spots and cutscenes? No rest spots and cutscenes

Goal spacing: how often or quickly do you need to attain a goal before progressing? No goal attainment

Difficulty curves: how difficult is it to learn how to master the game? Not difficult at all

Winning condition: No definite winning condition, other than beating your personal high score or scores of other players

Overall Comments on Game

Are there any mechanics, controls, sound, or interface features you would like to see changed or added?

Background music should be added and more variety in gameplay when it comes to maps. The maps are just different designs and the game doesn't necessarily introduce new concepts or show change in difficulty.

What did you like the least about the game?

The art is quite ugly, but it is the style the creators intended.

What did you like the most about the game?

The concept of the game is simple but is still able to hold the player's attention and make them play more.

Are there any other comments about the game that you would like to provide?

N/A

GAME GENRE ANALYSIS

YOUR NAME: Vaidehi Narayan

GAME TITLE: New Super Mario Bros

GENRE: Platformer/Adventure

TARGETED AUDIENCE: Children to young adults

OVERVIEW AND OVERARCHING THEME

An evil turtle kidnaps a princess, so an Italian plumber goes on an adventure to save her. The whole aesthetic and tone is very whimsical and fantastical.

CORE MECHANICS

The player must repeatedly jump onto platforms and on top of enemies. They also must jump to hit blocks and bricks for powerups.

CORE DYNAMICS

Tactics are limited in this game. The player basically needs to collect powerups and kill or avoid enemies to get to the end of the stage without dying. In addition, there is a time limit so the player can't move too slowly.

CORE AESTHETICS

Light and fun

Frustrating at times

Concentration/alertness

USER INTERFACE

The UI is very simple and is easy to understand. It also makes use of the dual screens by including the main game on the top screen and more information about powerups etc. on the bottom touch screen.

The UI is simple, so it works well especially for children. It is very easy to learn. In addition, it is aesthetically pleasing to appeal to teens and young adults as well.

THEME SUPPORT

Light hearted, instrumental music

Fun sound effects

The art is very stylized and whimsical, with bright colors and simple designs.

List the music type, ambient sounds, content (in summary), and (art) skin (e.g. abstract or realistic) that are used to support the theme?

STRUCTURE

Pathway: The game is linear. Completing one stage unlocks the next one.

View: 2D view in 3rd person on DS handheld console

Size: The world is medium sized with set, very linear stages. It takes about 434 minutes (7h14m) to win the base game

WORLD INTERACTIONS

NPC core interactions, if any: There is very little npc interaction.

Core sound effects (game feedback to player input, such as gun noises): There are sound effects for every action the player takes. For instance, there is a sound for jumping, shooting fire balls, etc.

Number of players (single, multi, MM): The main game is single player, but there are multiplayer specific stages where players can compete.

Social affordances (communication, proximity, roles, and metagame): There is very little communication or interaction with other players. The game is primarily single player as well, so communication with others is unnecessary.

PROGRESSION/PACING

Breaks: There are frequent breaks that occur between stages. Each stage can last up to 400 seconds (6.67 min), but normally takes between 3-5 min. The breaks are not timed, and the next stage only begins when it is selected by the player.

Goal spacing: There is a goal at the end of each stage, so it is necessary to reach a goal about every 3 – 5 min of gameplays. how often or quickly do you need to attain a goal before progressing?

Difficulty curves: The is very easy to start out with, and slowly increases in difficulty. Despite this, the game never becomes difficult, and players can progress consistently through the stages. The boss stages are more difficult than ordinary stages, but are still easy to beat.

Winning condition: There are 8 worlds, each with their own bosses, and there is a final boss at the end. To win the game, the player must complete all the stages and bosses and then defeat the final boss at the end.

Overall Comments on Game

Are there any mechanics, controls, sound, or interface features you would like to see changed or added?

I would have liked if there was a way to control the difficulty of the game to make it more of a challenge.

What did you like the least about the game?

I didn't like how limited the multiplayer functionality way.

What did you like the most about the game?

The game never got too serious. It always stayed light and casual. Also, there was a wide variety of worlds and stages, keeping gameplay interesting and engaging.

Are there any other comments about the game that you would like to provide?

This game is fun for a variety of ages because it is easy to learn and play. It is also engaging and can be a slight challenge for some.

GAME GENRE ANALYSIS

YOUR NAME: Masahiro Ward

GAME TITLE: Mages of Mystralia

GENRE: Action

TARGETED AUDIENCE: All ages

OVERVIEW AND OVERARCHING THEME

Action, adventure, and puzzle solving. You play as a novice mage whose homeland is threatened by an evil magus obsessed with powerful celestial magic. It is your job to design and create spells to help you fight through mobs of enemies and solve complex puzzles. Additionally, the color of the enemy will determine which of your spells are effective against them.

CORE MECHANICS

Core gameplay loop is spellcrafting and spellcasting. More powerful spells cost more mana, so you must balance spell effectiveness with mana consumption when designing your spells.

CORE DYNAMICS

There are four basic spell types (defense, melee offense, ranged offense, and terrain interactions) that must be balanced. Players can change their play style to fit what they wish to do, and creatively chaining spells can make interesting and powerful spells.

CORE AESTHETICS

Wonder at the various components of the spellcraft, bloodlust to find the most efficient ways to kill enemies, concentration when solving a difficult puzzle.

USER INTERFACE

The UI is easy to use and extremely simple. There are basic directional movements, spell actions, and a menu. Thus, the game only requires five buttons (spells + menu) and a joystick.

THEME SUPPORT

Symphonic, calm, background music. Few ambient sounds. Art is cartoonish, which supports the theme as this is a cute game intended for play by many age groups.

STRUCTURE

Pathway: Linear storyline, but open world game play.

View: Pick one: 2.5D, 3rd person; computer monitor or TV

Size: Small world, about 6 hours to completion

WORLD INTERACTIONS

NPC core interactions, if any: all NPC interaction is dialogue, occasionally receive an item from NPCs.

Core sound effects: Spells each have a distinct sound (blowing wind for a wind barrier, explosions for an explosive spell), interacting with an NPC produces "dialogue" noises which are usually some kind of humming

Number of players (single, multi, MM): single

Social affordances (communication, proximity, roles, and metagame): Single player game, so no social affordance

PROGRESSION/PACING

Breaks: how frequent are rest spots and cutscenes? If playing normally, you can expect cutscenes every 20-30 minutes

Goal spacing: how often or quickly do you need to attain a goal before progressing? About the same pace as cutscenes. Each cutscene is tied to a goal attainment.

Difficulty curves: how difficult is it to learn how to master the game? Low

Winning condition: Beat the final boss

Overall Comments on Game

Are there any mechanics, controls, sound, or interface features you would like to see changed or added?

Some of the height change mechanics are strange and it is often difficult to adjust for height changing spells. Additionally, cutscenes cannot be skipped.

What did you like the least about the game?

The story ends on a "to be continued" term, there is no proper closure.

What did you like the most about the game?

You can make very distinct spells because the spell design is extremely liberal.

Are there any other comments about the game that you would like to provide?

Overall, this feel of the game is similar to Legend of Zelda, with dungeons and bosses and various weapons (spells) in your arsenal. Your character gets stronger as the game progresses, but it is entirely possible to beat the game without getting most of the power-ups.