**GAME GENRE ANALYSIS**

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**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.

What are the core (repeatedly used) designed strategies and tactics necessary to win the game?

**CORE AESTHETICS**

Light and fun

Frustrating at times

Concentration/alertness

What are the possible feelings when playing?

**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. In order 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?*