**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.

*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.