Game Research and Analysis

Being able to identify WHY a game is ‘good’ is really important and difficult.

All games have core **game mechanics** that they follow to hook the player and make the game more enjoyable and engaging. Your task is to develop the understanding to be able to identify those in a game.

For example: Call of Duty- It might be the shooting mechanic that is really compelling, or the ‘level up’ system of working hard to get kills to unlock new, cooler guns. Or it might be the multiplayer competitive element that you like.

In this doc, please add 3 games that you like (they can be quite different or share similar themes) and try to identify one thing about it that you think is really compelling.

Why did you pick that game? What is it about the game that you like? Think about whether you could capture or recreate that element in a game that you were to make. After all, you can’t make COD on your first go!

Game 1:

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### Screenshot

### Analysis:

Why is this a good game? What do you like about it? What do you not like? What mechanic makes it compelling?

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Game 2:

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### Screenshot

### Analysis:

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Game 3:

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### Screenshot

### Analysis:

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