

MDA analysis on Age Of Empires 2: The Age of Kings

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WSOA3003A (Game Design 3A)

March 2021

Introduction

Basics

Age of Empires is a historical-based real time strategy game with the first game release in 1997 which means it is being played for over 24 years. It has released 8 games during its active years and is still actively being developed to bring more features and improved gameplay. The first game was Age of Empires, and after that Age of Empires 2 was released in 1999 thereafter an HD edition was published in 2013 on Microsoft windows, Mac OS and PlayStation 2 and other later release of the game included Age of Empires 2: The conquerors and Age of Empires 2: The forgotten.

Overview

This game has 2 modes system, there is single-player mode and multiplayer mode system. The game has 13 civilisations, 5 campaigns and 6 battles. The new HD edition came with improved graphics an option for multiplayer mode to play via Steam to play online with other players. The player's objective is to build and develop an empire, upgrade it to the next age fighting enemy players. The player must advance one of the civilisations chosen through 4 Ages namely, the Dark age, Feudal Age, Castle "Age" and Imperial Age. There is a form of trading in this game to move to the next Age with better buildings and advanced technology, players have conditions to build structures and collect resources to unlock the next phase. There is also more trading where players can exchange resources. The game also has an attack and defence system e.g. attack bonuses, hit points, attack strength, buildings like walls offer protection from enemies etc.

The users must take note of settings before and this includes the level of difficulty on the controlled AI controlled players. Some settings before the game come with conditions like other games an example of this settings will be choosing modes, single players and multiplayer do not get the same conditions.

The game also has treasures as one of the resources to be collected by the player after defeating the guards in protection of the treasure

Players

The game has two modes player systems, Single player and multiplayer player mode, in both this game there are AI controlled players. In multiplayer game mode a total of eight players is allowed

to play the game, This mode can also be accessed through Steam and GameRanger (gaming services).

Objectives

Some of the objectives in this game are build, collection, territorial acquisition, capturing or destroying and victory. The player's main objective is to build an empire and move through all stages in any of the civilisation chosen. To complete the mission the player follows conditions of the gameplay, in this game the player construct buildings, collect resources including treasures and food, defeat enemies where necessary. To move to the next "Age" players must collect enough resources thereafter they move to a phase with advanced technology and better structures.

Mechanics

In the beginning of the game players follow settings of how they prefer they game to be like or how is to be played eg single or multiplayer mode, the level of AI controlled players difficulty. Players have the power to control units, attack, building and technology that comes with the building. The higher the technology the higher the purchase price. Villagers also collect resources for the player, after enough resources are collected the player moves to develop the next Age.

One player can trade resources with another player after building a market. Buildings offer research technologies or act as a form of protection to players but if the building takes in too much damage units are moved out of the building. The game also has victory condition where a player does not need to kill the enemies but build a Wonder to win. Some game modes chosen give players more resources in the start of the game therefore this gives them an advantage to move fast in the game.

Player interaction

In this game there is so much interaction with the environment and other players for an example, there is direct conflict between players and AI controlled players, There is negotiation, there is trading and clear information shared or communication conveyed. Players are required to attack their enemies and defeat them and at some areas the player attacks an army to get their tressure. Players can also trade resources even though they do not like each other "you give me this resource and I give you this much". There is also negotiation and communication with the environment where players might have to convert units or buildings to a player.

Conclusion

It is clear why the game is still being played over these years, it is fun and has so many options of how you want to embark on the journey of completing the mission or winning the game. The information in the game is portrayed well and communication is conveyed in an acceptable manner. The game has may features, a bit complex however it is balanced and can be repeated because of its many features.

References

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Appendices

Appendix A

