

Y E L L O W



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A puzzle game for you

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REVIEW 2

INTRODUCTION

Game analysis is useful when discussing or comparing games. It is a tool to know the design process of the game and to find out the future scope and opportunities the study provides. A **puzzle** is a game, problem, or toy that tests a person's ingenuity or knowledge. In a puzzle, the solver is expected to put pieces together in a logical way, in order to arrive at the correct or fun solution of the puzzle. Puzzle games used to be a simple genre with a simple idea. It started with simple viral games like 2048 and evolved into genuinely enjoyable experiences like Monument Valley and Tell-tale Games titles.

YELLOW is a math puzzle game by Bart Bonte with simple objective of turning the screen yellow. Each level is a mysterious puzzle that has its own logic and are created in a black and yellow coloured environment. This game will make yellow as your new favourite by the end of it. It has 50,00,000+ downloads and was released on 4, May 2017. It also has a premium version and also comes in different colours (red, black)

GAMEPLAY

Gameplay is the pattern defined through the game rules, connection between player and the game, challenges and overcoming them, plot and player's connection with it. Video game gameplay is distinct from graphics and audio elements.

YELLOW is a puzzle game which has the primary objective to turn the whole screen yellow. The game has 50 levels having its own logic to solve the puzzle. Hints are indirect and given after the play of an ad in non-premium version. The game mechanics and its outcome are different for each level. It includes- *Tap, Swipe, Circular finger motion, Drag, Press and hold, Rotate*. There are no game dynamics. It creates a sense of confusion and urge to solve by connecting to the few real-world puzzles. You can also erase the game process to replay the game without skipping levels. It is player vs game model.

OBJECTIVE: Turn the whole screen into yellow.

GAME RULES:

- Players has to start and complete each level in sequence to unlock higher levels.
- Players can re-play any unlocked previous levels anytime.
- Players can take help of hints to solve the puzzle.
- Players must solve all 50 levels to finish the game.

GAME ART

Game art design is a subset of game development. It is the process of creating the artistic aspects for games. YELLOW has used shades of yellow and black as the fixed colors throughout the levels to maintain the sense of unity in the game. The different sections/shapes are only depicted by different shades of colors without an outline. There is one primary yellow shade which remains constant as the background or when the level is finished. The number of the level is present on the screen while playing that level. There are different fields

like a circle, rectangle, triangle etcetera which act as a button or fill. There is a back button (triangle), hint button (bulb) in every level. The music can be turned on/off. Flat design appearance without shadow is inculcated in all the level design.

The design and visuals are very minimal, to the point and dominantly uses yellow to give the player the essence of the color (freshness, energy, clarity, joy, happiness and positivity).

GAME STORY

A form of **Narration** game where players use the first-person narration and dialog of a particular fictional character to interact with the game rules. Often including a player who narrates the fictional world and many other characters.

This is a puzzle game and is a pure ludology. It solely upholds its core objective of turning the screen yellow using different mechanics in each level. It is similar to 2048 puzzle game.

GAME BALANCE

In game design, **balance** is the concept and the practice of tuning a game's rules, usually with the goal of preventing any of its component systems from being ineffective or otherwise undesirable when compared to their peers.

The game balance here is achieved through many ways. **Head vs Hands** is evoked in few of the levels by first testing the logical thinking of the user and then by testing the skills to solve it by hand. There is **emergent complexity** in the game which increases gradually with increase in levels; mechanics are very simple but their outcomes are complex and involve logic. There is **meaning choice** to complete each level in multiple ways. The choices given and players' desires match equally evoking feeling of freedom and fulfillment. **Reward** is given in the form of blank yellow screen implying that player has successfully solved the puzzle and also by providing hints. The level can sometimes be solved from a vague action; without players' knowledge of the actual logic. This questions **skill vs chance**. The whole game can be **short vs long** depending on the players' logical thinking, interest and skills to achieve it like in 2048 game.

IN-GAME TRAINING

The **tutorials** a player gets in the game, before or while playing it in the form of music, text, action is In-game tutorial. As this is a puzzle game and ludology based with many core mechanics, it misses a story board and has no IN-GAME-TRAINING.

Player has to try basic mechanics to find out the actual mechanic required for the level. Yet, it provides hints in each level to solve the puzzle.

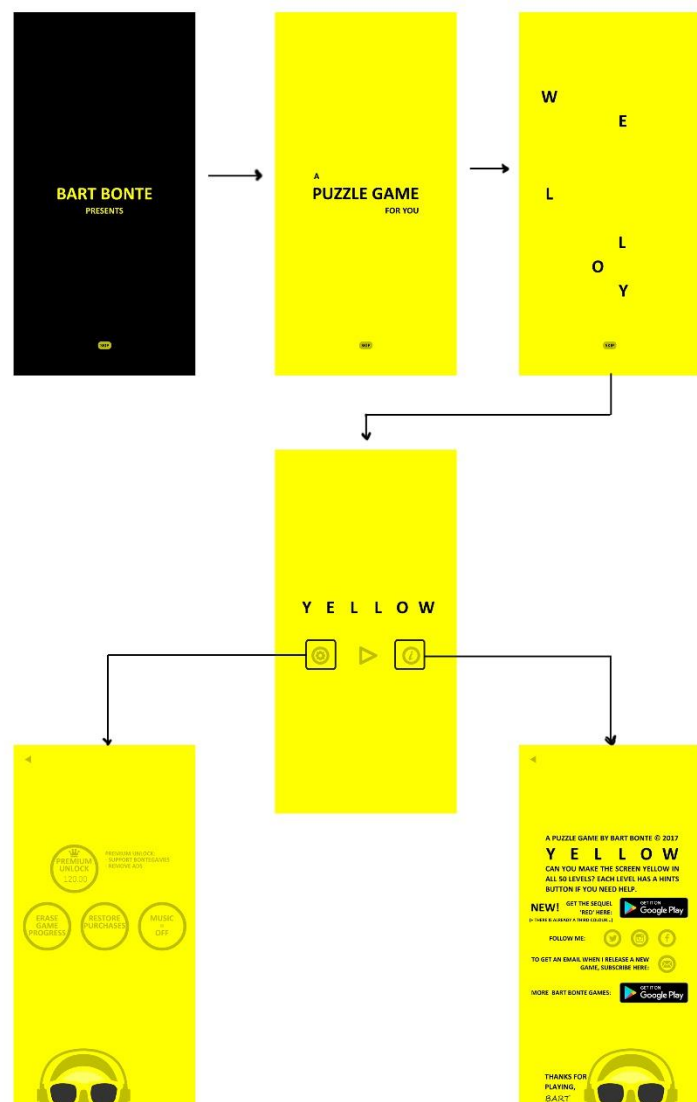
FEEDBACK SYSTEMS

The feedback loop is like an abstract tool you can use to generate some kind of behavior in your game.

Here, there is feedback in the form of yellow (sometimes black) color when you finish a level and when you play with the mechanics.
There is no feedback when mistakes are committed or when a player tries to solve the puzzle in a wrong way.

USER INTERFACE

User Interface, refers to the methods (keyboard control, mouse control) and interfaces (inventory screen, map screen) through which a user interacts with your game.
Every action on the screen (tap, drag, swipe, press hold, rotate) made with a finger would be a mechanic of that level. The outcome of a mechanic is different in different levels; tap can be to fill in fields but tapping on a circle, rectangle would give a different outcome. The fields are sometimes like buttons to signify the action performed by it. The screen turns yellow when we have finished the level and a new level appears. Players have to trial and error the key mechanics to find out which the mechanic for that level. Camera model is single screen where all the levels appear as a flat design.



The flow of the game architecture is given:

