Lab 1 (Trevor Myles)

<https://github.com/TMylesschool/Practical_Game_Design/tree/main>

**Select 3 games that are your favorites and list them in descending order:**

3. Doom

2. Call of Duty

1. Marvel Rivals

**Write down the game elements of one of your favorite games:**

|  |  |
| --- | --- |
| **Objects** | Playable characters (heroes and villains), weapons, powers/abilities, health packs, environmental objects like cars and buildings |
| **Actions** | Shooting, using ultimate abilities, reviving teammates, capturing objectives |
| **Play Space** | Multiplayer battle maps with urban environments, military bases, and themed arenas. |
| **Players** | Teams of multiple players (PvP and mostly 6v6) |
| **Goals** | Complete objectives (capture points, control zones) and win matches. |
| **Rules** | Players must stay within map boundaries, ability cooldowns apply, matches are timed, and objectives determine the winner |

**Which elements were easy to identify, which ones were hard:**

|  |  |
| --- | --- |
| **Easy** | Objects, actions, players, goals (clear in gameplay) |
| **Hard** | Rules (because they include hidden mechanics like cooldowns, damage scaling, and respawn rules that aren’t always obvious until researched or experienced). |