

Mechanics	Dynamics	Aesthetics
<p>Turn based puzzle game</p> <p>Win Condition: Getting one of your characters to the goal, all characters on harder levels.</p>	<p>Planning / Short term memory:</p> <p>The players will only have a short period of time to check where each enemy will end up on the next move.</p>	<p>Frustration:</p> <p>Players may become frustrated if they make a wrong move and lose a character or if they can't memorise all of the enemy movements.</p> <p>Focus:</p> <p>Players might need to focus and concentrate on the puzzles to work them out.</p> <p>Stress/</p> <p>The players might get stressed when trying to get all of the characters to the end on the harder levels.</p>