Puzzle Game

|  |  |  |
| --- | --- | --- |
| **MECHANICS** | **DYNAMICS** | **AESTHETICS** |
| Cooperation | Collecting | Amusement |
| Strategy |  | Frustration |
| Twitch |  | Fiero |
|  |  | Communication |
|  |  |  |

Planet Game

|  |  |  |
| --- | --- | --- |
| **MECHANICS** | **DYNAMICS** | **AESTHETICS** |
| Sorting | Nurturing | Relaxation |
| Management | Exploration | Sense of achievement (fiero?) |
|  | Collecting | Wonder and awe |
|  |  | Curiosity |
|  |  |  |
|  |  |  |

‘Statues’ Game

|  |  |  |
| --- | --- | --- |
| **MECHANICS** | **DYNAMICS** | **AESTHETICS** |
| Twitch | Sabotage | Laughter |
| Timing | Caution (edges forward in small steps as opposed to someone who may be brave and move for longer periods of time before frog turns round) | Trash talk |
| Obstacles (other players and objects) | Competitive | Frustration |
| Competition | Offensive play | Fiero |
|  | Players may choose to form alliances | Schadenfreude |