Game Jam – 05/11/18

Mechanics, Dynamics & Aesthetics for Non-Digital Games

**QUATRO**

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| Mechanics | Dynamics | Aesthetics |
| * Grid - 4x4 * Place pieces (skill) * Matching * Sequence * Turn-based * 2 player – also worked with 3 players * Opponent chooses piece for your turn (luck) | * Strategy (placing pieces to help your next turn) * Sabotage (giving opponent a piece they don’t want) * Alliances (giving opponent a piece they do want) * Competitive | * Concentration (assessing the board for best outcome) * Fiero (winning the game) * Schadenfreude (finding a matching line that opponent missed) * Frustration (receiving a piece you didn’t want, missing an opportunity to win) |

**DIXIT**

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| Mechanics | Dynamics | Aesthetics |
| * Voting * Hidden information * Turn-based * 3 – 6 players * Draw a card from the deck * Scoring | * Influence other players (skill of not making it too obvious for everyone to guess if you’re the storyteller) * Deceiving * Bluffing (so it’s hard for other players to guess * Appealing to other players humour (social interaction) | * Laughter (questioning why players chose a certain picture card which may be humorous to the players) * Schadenfreude (players may get left behind on the track) * Excitement (points system) |

**AZUL**

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| Mechanics | Dynamics | Aesthetics |
| * Matching * Sorting * Collecting * Resource management * Loss aversion * Turn-based * 2+ players * Scoring | * Competitive * Sabotage (taking tiles that another player wants) * Strategy (collecting the optimal tiles for the round, that will benefit you in the future) | * Frustration (not filling up a line at the end of a round) * Schadenfreude (taking tiles for yourself that will stitch up the opponent when they have to take what is left at the end) * Concentration (choose the right piece/s for the space you have) |