Game Research

**Brawlhalla -** 2D platformer fighting game

Core mechanics – Moving, jumping, dashing and attacking

Type of fun – Hard fun (fast paced, very challenging)

Emotions – Fiero, tension, frustration, focus

Target audience – Anything except casual players

**Rocket league -** Sports game

Core mechanics – Driving and jump

Type of fun – Hard fun (fast paced, tactical)

Emotions – Fiero, tension

Target audience - Anything except casual players

**Squad -** FPS

Core mechanics – Moving, shooting, communicating

Type of fun – Hard fun and People fun (slow paced, tactical, based on communication)

Emotions – Suspense, fun, feeling of contribution

Target audience – Hardcore gamers

**Subnautica -** Survival game

Core mechanics – Moving (exploring), crafting, resource management

Type of fun – Serious fun and Easy fun

Emotions – Wonder, awe, anxiety, relaxation

Target audience – E rated

**Life is Strange –** Adventure game

Core mechanics – Choice making through dialogue

Type of fun – Easy fun (narrative oriented)

Emotions – Curiosity, surprise, sadness

Target audience – E rated

**Town of Salem –** Strategy game

Core mechanics – Communication

Type of fun – People fun

Emotions – Amusement, pride, tension

Target audience – E rated