

### Sprint 3:

Explain at least one human value (from Schwartz's theory, e.g. achievement, tradition, freedom) that you consider relevant to the 9MM game and have explicitly considered in your design. Why is it relevant and important to your game? Show (provide evidence) how your design manifests this value

In the design of the 9MM game, one human value that I consider relevant and have explicitly considered is "achievement" from Schwartz's theory. Achievement represents a personal drive for success, mastery, and demonstrating competence. It involves setting and attaining goals, acquiring skills, and gaining recognition for one's accomplishments.

In the context of the 9MM game, the value of achievement is important as it provides players with a sense of progress, challenge, and satisfaction. Here's how the design of the game manifests this value:

1. **Goal-Oriented Gameplay:** The 9MM game is structured around achieving a specific goal, which is making opponents only remaining 2 pieces, and this is the obvious win condition. To achieve this goal, players need to think carefully about every move on the board. The goal serves as motivators and encourages players to strive for success and completion.
2. **Skill Development:** The game offers opportunities for players to develop their skills and improve their performance. Through gameplay, players can enhance their strategic thinking, problem-solving abilities, reflexes, and decision-making skills. It is clear that the game can further reinforce the value of achievement.
3. **Competitive Elements:** The game incorporates competitive features, especially the battle mode, which encourage players to compare their achievements with others. This fosters a competitive spirit, driving players to push their limits and strive for higher levels of success.

In conclusion, the 9MM game tries to satisfy players' innate urge for achievement by taking into account and incorporating the value of achievement into its design. This not only improves the gameplay experience but also gives players a sense of accomplishment when they complete their goals and conquer obstacles in the game.