



INTRODUCTION TO GAMES

Part 1: Game Analysis

1.

Create Teams

You'll work in a team for the whole semester

Teams

- 4 Teams in your group.
- Think about a team name. Choose whatever you like.
- Teams stay together for the whole semester.
- Use the [coordination Excel sheet](#) to get together in teams then create your Team page in the Wiki.

Wiki

- All exercises are documented in the hagenberg.games Wiki: <https://wiki.hagenberg.games/>
- You have already received an E-Mail with your hagenberg.media Account – use it to log into the wiki.
- No E-Mail? Check your quarantine spam folder: <http://security.microsoft.com/quarantine>
- Once you're logged in, you can create and edit pages.
- We'll look at everything together after this intro.

2.

Game Analysis



Let's analyze an existing game



PICK A GAME

From the wiki's list of games.

<https://hagenberg.games/wiki/Spieleliste>

Rules

- In your team, decide which game you want to analyze.
- Choose one from the “Spieleliste” that hasn’t been analyzed before (unlinked, red title), add it to the coordination Excel sheet.
- Once you click the link, the wiki offers to create the page.
- To get the structure for your analysis, open <https://hagenberg.games/wiki/Beispiel:Spielanalyse>, choose “Quelltext anzeigen” and copy the structure from the example to your new, empty page.



THE CRITERIA

Parts of your analysis.

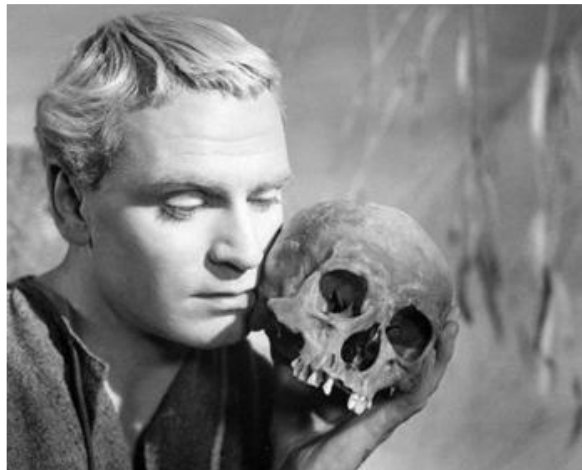
Motivation

- What is **special** about the game?
- Are **similar games** available?



Theme

- What is the **theme** of the game (love, death, heroism)?
- How is the theme **communicated** to the player (mechanics, visuals, etc.)?
- Are any **references** to other media concerning the theme (specific movie or book, etc.)?



Player Experience

- What does the player **feel** when they play the game (excited, relaxed, powerful, frightened)?
- What **elements** contribute to the experience (example: feeling weak or in danger – limited resources)?
- Does the experience **change** during interaction time?



Story

- What is the **main story** of the game?
- **Game of emergence** or **game of progression**?
- How is the story **communicated** (dialogues, cutscenes, player interaction, etc.)?



Setting

- What is the **setting** of the game (sci-fi, fantasy, ancient Greece, etc.)?
- How is the setting **communicated** (architecture, lighting, interface, characters)?
- Are there **references** depicted from real life?



Characters

- What/who is the **protagonist** of the game?
- What are the **characteristics** of the character?
- Can the player **relate** to the character – and if so: why?



Objectives

- What is the **main goal** of the game?
- Does the game include any **subgoals**?
- Example: destroy all enemies, reach the end of the level, gather 100 points, find specific items, solve a series of puzzles, etc.



Procedures

- How can the player **carry out actions** in the game (walk)?
- How is the character **controlled** (gamepad, mouse)?
- Example: character is controlled via gamepad, can run and jump



Basic Resources

- What are the **basic resources** in the game (coins, lives, etc.)?
- What is the **relation** between the resources (via coins, you can buy additional health points)?
- What is the **nature** of the resource (can be replenished, permanent)?
- Examples for resources



Conflict

- Does the game provide any **conflicts** (enemies, obstacles, dilemmas)?
- What is the **nature** of these conflicts (motives)?
- How can the player **resolve** the conflict (defeat enemies)?



Outcome

- What are the **results** of the game?
- What are the **victory conditions**?
- What are the **defeat conditions**?
- Example: Reaching the goal in the level



Visual Style

- What is the **visual style** of the game (take screenshots)?
- Are other games **referenced**?
- Is the art style **inspired** by real life (architecture, painting styles, films, etc.)?

