

## Topic Elements of Game Design

- Learn to deconstruct games.
- Identify the important game design elements.

Game Design Element	Loneliness Game
Character(pc and npc)	pc=Single Square, npc=Multiple Squares
Goal	To make a friend or be a part of a group
Rules	<ol style="list-style-type: none"><li>1. If you press the arrow key, the group of squares will keep increasing</li><li>2. If you press down arrow, the group of squares goes down from the screen</li><li>3. If you press left or right of the arrow key, the single square will move.</li><li>4. With passage of time, the background will become darker and darker</li></ol>
Balanced	No scope of balance.
Adaptivity	No scope of Adaptivity.
Chance VS. Skill	There is scope of chance, but no scope of skill.
Feedback	<ol style="list-style-type: none"><li>1. Getting a darker background as you move ahead</li><li>2. Scattering of the group of squares, as a single square approaches them</li></ol>

Game Design Element	Thirsty Crow Game
Character(pc and npc)	pc= bird npc=rocks, obstacles, vase with water
Goal	Fill the vase up with rocks so that the bird can drink the water that would come up.
Rules	<ol style="list-style-type: none"> <li>1. Bird has to collect enough rocks so that he can drink the water</li> <li>2. There will be obstacles(Losing Life:Bug)</li> </ol>
Balanced	It is a balanced game because an equal number of chances are there for the crow to drink the water, and equal number of chances for the crow to lose it's life.
Adaptivity	With different time spans, we will increase the speed to the obstacles.
Chance VS. Skill	Chance is how randomly the bugs would be coming, and Skill will be how quickly the crow would collect the pebbles.
Feedback	<ol style="list-style-type: none"> <li>1. Losing lives</li> <li>2. Water increasing</li> </ol>