## Game Analysis

Play a number of digital games. As a team, select one game and analyse this game (use the template below)

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| **Analyse** | |
| Name of the game: |  |
| Platform: |  |
| Number of players: | (how many players can play the game. What are the options?) |
| Theme & Narrative: | (what is the story, who are the characters?) |
| Objectives/Goals: | (what are the players trying to achieve?) |
| Rules/Mechanics: | (what rules and functionalities does the game have?) |
| Player Interaction: | (how do the players interact?) |
| Graphics & Sound: | (what style of game art/audio?) |
| Sequencing & Time: | (in what order do players take their actions? How long does the game take?) |
| Target Group: | (what is the intended audience?) |
| **Summarise** | |
| What elements of the analysed game are interesting to you?  What do you want to reuse for the new game that your group will be creating in the next two weeks? |  |