# LM-GM

Game map

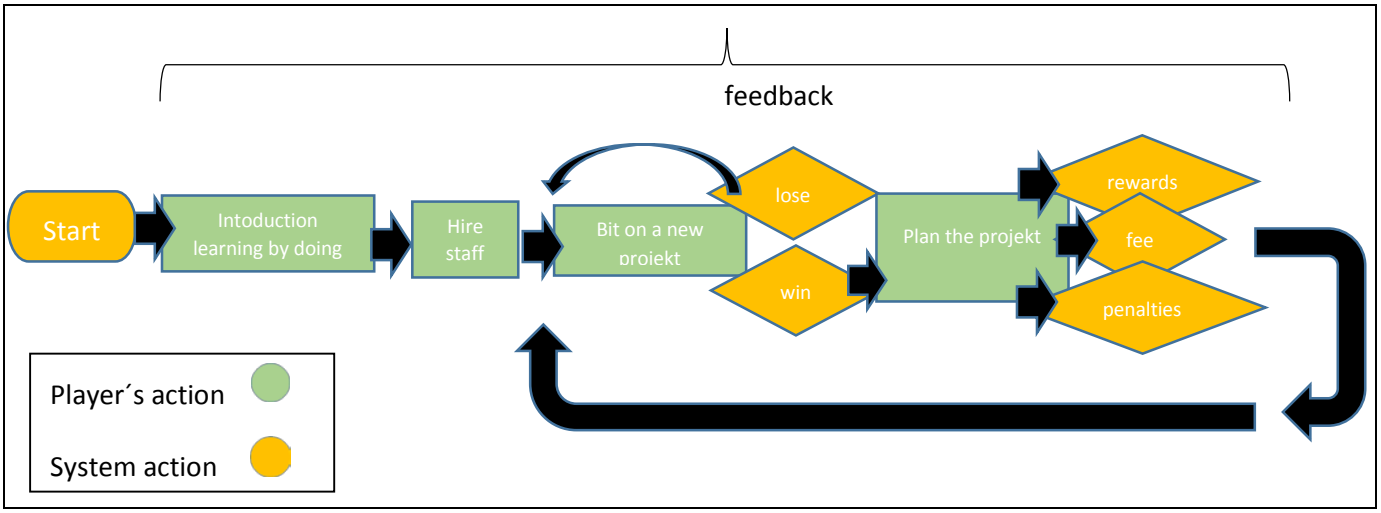


Table: Description of Serious Game Mechanics

| Game mechanic | Learning mechanic | Implementation | Usage |
|---|---|---|---|
| Selecting/Collecting | Incentive | It is an incentive to collect Money by fee | If you finish a project successful you get money |
| Strategy/Planning | Plan | It is a planning game, you have to plan projects | To finish projects you have to choose staff members to complete tasks |
| Resource Management | Plan | You have to plan with your staff resources | To finish projects you have to choose staff members to complete tasks |
| Elimination | Analyze | You have to analyze something and maybe have to eliminate someone | If staff members do not working good you have to eliminate them to have a good team of staff. |
| Infinite Gameplay | Repetition | The game structure repeat it selves | You have to choose the members which shall complete the tasks. They only can do one task by time |
| Levels | Incentive | It is an incentive to get a higher level | If you finish some projects successful you get a higher level |

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| Time pressure | Incentive | It is a challenge to complete something in a short time. | You have to complete the project in a given time, so that you want to be as fast as possible |
| Feedback | Feedback | While playing you get feedback, which told you whether it is good or bad | You get Rewards or Penalties for your work, so that you know whether your work is good or bad |
| Realism | Modelling | It is a model of a realistic subject | The way it is showed is realism because in the real world you also have to plan the resources of the project. |
| Competition | Competition | You can compete with other players | To get a project you have to bid on it and other can overbid you |
| Rewards/Penalties | Incentive | It is an incentive get rewards and no penalties | In the game you get rewards for good projects and penalties for bad work. |