

# Submission Worksheet

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IT265-002-S2024 - [IT265] Game Case Study 2

## Submissions:

Submission Selection

1 Submission [active] 4/25/2024 10:23:42 AM

## Instructions

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### Step 1:

From this spreadsheet pick a game you plan to analyze (selection must be unique) and put your UCID to the left of it. <https://docs.google.com/spreadsheets/d/1MQpOF4Sfas-PANB-d5s9iGH4I4a6zknyW4cYepzPxAs/view>

Do not edit anyone else's content/selection and be mindful if multiple people are working on this sheet at the same time.

### Step 2:

Playtest your game choice (or review streamers playing the game)

### Step 3:

Analyze, research, and review your chosen game. Collect resources (website links, etc that you used during the exploration) include these with the responses in the related sections. Fill in the responses of the below prompts/checklist/etc.

### Step 4:

Save the worksheet. Export the PDF. Upload it to the mentioned branch name (below) on GitHub. Create a pull request and merge it to main. Upload the PDF to Canvas.

Branch name: M2-Case-Study-2

Tasks: 16 Points: 10.00

Game Overview (1.25 pts.)

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Task #1 - Points: 1

Text: Historical Context and Game Description

## Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Game's title, developer, publisher, platform, and release date.
<input type="checkbox"/> #2	1	Historical context of the game's release and its place in the industry.
<input type="checkbox"/> #3	1	Game's genre and how it compares to similar games of the time.

Response:

Pokken Tournament Deluxe(DX) or colloquially known as just "Pokken" is a fighting game developed by Bandai Namco and published by The Pokemon Company and Nintendo which was released on September 27, 2017, as a Nintendo Switch exclusive.

2. The game was initially conceived as an arcade game in Japan in 2015 to then be released as a Wii U exclusive in 2016. The concept of this game was something long awaited for by fans as Pokemon had dipped their toes in a variety of different gaming genres. It was only a matter of time before they tackled fighting games. The game is currently looked at on the internet as an underrated gem that deserves better treatment due to the gravity of its existence.

3. Pokken as a fighting game is unique compared to any other game on the market due to the nature of its battle system that involves both 2d and 3d fighting game elements into a special hybrid system. There currently are no other games like Pokken on the market in the field of combining 2d fighting game mechanics with 3d fighting game mechanics.

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Task #2 - Points: 1

Text: Gameplay Mechanics

## Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Discuss the core gameplay mechanics and how they shape the player's experience.
<input type="checkbox"/> #2	1	Explain how players control the game and interact with it.
<input type="checkbox"/> #3	1	Identify and describe any unique aspects or creative elements in the game's gameplay.

Response:

The core gameplay mechanic of Pokken is the constant switching from a 2d plane of fighting to a 3d plane of fighting called "phase shifting". Each playable character has 2 separate movements that are inspired by arena fighting games like the Naruto Ninja Storm series and traditional fighting games like Street Fighter. Players will start out in the 3d field phase and engage in long-ranged combat for control of the stage until one player lands a specific move to change the phases into the 2d duel phase where most of the back-and-forth combat takes place until a certain condition has been met to change the phase back into field phase. Each playable character has their own unique fighting style with a variety of specialty ranges and tactics that take inspiration from other fighting game characters and reference iconic moments from the Pokemon mythos.

## Task #1 - Points: 1

Text: Technical Framework

## Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Describe the game engine and any special software (middleware) used to make the game. Explain why these were important for making the game work.
<input type="checkbox"/> #2	1	List the programming languages and software tools used to build the game. Discuss how these tools helped in creating the game's features.

Response:

There is currently no information on the internet on how the game was technically made nor programmed. Though due to it working smoothly on the Switch, implementing the systems of the game must have been leaning on the difficult side due to the requirements needed for games to work on the Switch smoothly.

## Task #2 - Points: 1

Text: Innovations and Challenges

## Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Identify and describe any new or unique technical features in the game. Explain how these features made the game different or improved it.
<input type="checkbox"/> #2	1	Discuss any major difficulties the developers encountered while making the game. Describe how they solved these problems.

Response:

The biggest technical feature introduced into the game would be the camera work and how it allows shifting between 2d and 3d planes while not having either character perform moves that they are not supposed to. Technical difficulties with the game are not documented.

## Gameplay Mechanics and Level Design (1.25 pts.)

## Task #1 - Points: 1

Text: Mechanics Analysis

## Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Explore and describe the main rules and actions that players use in the game. Explain how these core mechanics define the game's playstyle.
<input type="checkbox"/> #2	1	Discuss how the game's core mechanics keep players interested and involved. Describe the ways these mechanics make the game fun or challenging.

Response:

Both players have a variety of attacks they can use against each other depending on the character they choose. In addition to the character-specific attacks, there are universal system mechanic attacks that every character has access to in a counter-attack which absorbs hits to deal back more damage and grab to break through excessive blocking and punish excessive use of counterattacks. There is always a feeling of a back and forth between phase shifts as the aggressor who initially won the exchange will usually lose their advantageous position which allows their opponent to have a chance to fight back.



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Task #2 - Points: 1

Text: Level Design

#### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Describe the design of the game's levels or environments. Focus on the layout, obstacles, and visual elements, and how they contribute to the game's setting.
<input type="checkbox"/> #2	1	Explain how the level or environment design affects the way players play the game. Discuss how these design choices impact the overall experience, such as creating challenges, guiding the player, or setting the mood.

Response:

This game does not have traditional levels due to being a fighting game. The stages present in the game allow the setting of the Ferrum region to feel lived in and like you, the player is learning about the local culture and participating in their most popular downtime. The players are able to see the people and Pokemon that live in the region interacting and bonding and there are also neat and comedic references or scenarios that make paying attention to the backgrounds more worth it.



Graphic and Audio Design (1.25 pts.)

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Task #1 - Points: 1

Text: Visual Design

#### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/>		Describe the game's visual appearance and the artistic choices made. Discuss elements

<input type="checkbox"/> #1	1	like color, art style, and thematic consistency, and how they contribute to the game's overall look and feel.
<input type="checkbox"/> #2	1	Discuss the design of the game's characters and environments. Focus on aspects such as realism, creativity, and how they fit within the game's world. Explain how these designs enhance the player's immersion in the game.

Response:

The game's overall art style translates Pokemon into a more "realistic" setting with the use of darker shading and detailed model design. Each move visually feels like something the Pokemon is capable of pulling off but also a unique interpretation of the move that is supposed to be displayed.



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Task #2 - Points: 1

Text: Audio Design

Checklist		*The checkboxes are for your own tracking
#	Points	Details
<input type="checkbox"/> #1	1	Examine the game's sound design, focusing on the music and sound effects. Describe how they are used and their quality. Discuss any memorable or unique audio elements in the game.
<input type="checkbox"/> #2	1	Explain how the game's audio contributes to its overall mood and setting. Discuss how sound and music influence the player's emotional response and enhance the gaming experience.

Response:

The game's soundtrack covers a variety of different genres to fit within the intended mood of the stages and it is hard to pinpoint an exact theme shared between every individual song. Within battles, the impact of moves feels adequate compared to the attacks that hit and landing long strings of big moves together feels extremely satisfying due to the way the hit sound effects string together.



User Interface and User Experience (1.25 pts.)

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Task #1 - Points: 1

Text: UI Design

Checklist		*The checkboxes are for your own tracking
#	Points	Details
<input type="checkbox"/> #1	1	Describe the layout of the game's user interface (UI) and how it functions. Discuss elements like menus, icons, and on-screen prompts, and how they help players navigate and understand the game.
<input type="checkbox"/> #2	1	Evaluate how well the game's UI communicates important information to players. Discuss aspects such as clarity, readability, and the ability of the UI to provide necessary

game details without overwhelming or confusing the player.

Response:

The game's UI in combat is stylized to give the image of the player controlling their Pokemon through a virtual screen. It meets this wireless communication theme with how the UI reacts to the trainer building up their super meter and other conditions like low health. Each major form of resource is easily readable on the screen through the icons and gauges being big enough to be able to glance over at them and refocus on the match.

## Task #2 - Points: 1

Text: UX Analysis

### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Discuss the overall feel of playing the game, focusing on how different aspects of the game contribute to the player's experience. Analyze how these elements, such as ease of use, game flow, and feedback, affect the gameplay.
<input type="checkbox"/> #2	1	Evaluate the design decisions made to enhance the player's experience. Consider factors like tutorial design, learning curve, and player engagement. Discuss how effective these choices are in making the game enjoyable and accessible to players.

Response:

The game feels extremely intuitive to play with an expansive tutorial that lets the player take control of the character provided to perform the tasks asked of them. The learning curve of the game starts out extremely simple but develops into something very complex when players take the time to learn the hidden systems of the game to optimize their gameplay against their human opponents. Having the playable characters be fan-favorite Pokemon additionally adds sentimental value to the game that keeps players coming back. Within the game, the most jarring piece of the gameplay loop is a giant screen freeze when a phase shift is initiated which can feel off to some people and fine to others.

## Narrative and Storytelling (1.25 pts.)

## Task #1 - Points: 1

Text: Narrative Structure

### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Describe the game's story, including its narrative structure, main plot points, and the setting in which it takes place. Discuss how these elements come together to create a cohesive and engaging story.
<input type="checkbox"/> #2	1	Analyze the storytelling techniques used in the game, such as dialogue, cutscenes, or environmental storytelling. Evaluate how effectively these techniques convey the story and engage the player.



Response:

The story of Pokken follows the player-created character battling their way through the Ferrum region's customary tournament called the Ferrum League. The player would go on the battle against CPU-controlled opponents of increasing difficulty as they get better to climb higher in the ranks. In between these divisions, however, is a strange and unusual Mewtwo who challenges the player character to battles that they are supposed to lose but are capable of winning. The player is roped into being invested in this story due to the incredibly large difficulty spike that this Mewtwo provides and the frustration that comes with losing the fights. The player character gets roped into a region-hopping plot with Mewtwo's caretaker, a woman named Anne, to take down this Shadow Mewtwo and return him to his docile self.

## Task #2 - Points: 1

Text: Character and Integration

### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Discuss the development of the game's characters. Describe their roles within the story, their personalities, and how they evolve throughout the game. Consider how the characters contribute to the overall narrative.
<input type="checkbox"/> #2	1	Examine how the game's narrative and characters are integrated into the gameplay. Discuss how story elements are woven into the game mechanics and how this integration affects the player's experience.

Response:

The characters you meet within the Ferrum League are not extremely involved in the story. Anne is the most important character in the story as she has to develop from being cautious around you potentially failing and being reluctant to work with you, to being able to place her whole faith in you to bring Mewtwo back.

## Impact and Reception (1.25 pts.)

## Task #1 - Points: 1

Text: Reception and Impact

### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Research and summarize how the game was received by critics and players. Include key reviews, ratings, and player feedback. Discuss any notable praise or criticism the game received.
<input type="checkbox"/> #2	1	Analyze the game's impact on the gaming industry. Discuss how it may have influenced game design, trends, or inspired other games. Consider any lasting effects it has had on the industry.

Response:

The game received consistently high reviews and was regarded as a fundamentally good game that should have been given more support. The major complaints against the game throughout its lifespan was the strangeness of the phase shift mechanic and how the combat mechanics felt a bit too simple. The game itself has not influenced any major trends but it did set a standard for online matchmaking that remained relatively balanced while prioritizing speed.

## Task #2 - Points: 1

Text: Cultural Significance

### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Examine the game's cultural significance and the legacy it has left behind. Discuss how the game has been remembered over time and its status in the gaming community.
<input type="checkbox"/> #2	1	Describe the game's presence and representation in media, such as films, books, or online content. Discuss its role in fan communities and any influence it has had on broader cultural aspects, such as art, music, or social trends.

Response:

Pokken's existence caused a massive wave of excitement for Pokemon fans because it tackled a genre that many players could only dream of as kids. The game came out to initially mixed reviews among Pokemon players but strong respect from fighting game fans. Today, the game is looked at as an underrated gem that deserves more love than what I got when actively in development. The game is rather niche today so it would be hard to find it in any media outside of things dedicated to Pokemon.

## Reflection (1.25 pts.)

## Task #1 - Points: 1

Text: Describe your personal experience playing the chosen game

### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Was it "fun"? What made it fun or not fun?
<input type="checkbox"/> #2	1	Is this genre/game-type aligned with personal interests?
<input type="checkbox"/> #3	1	What made you pick this game? Was it a good choice?

Response:

Pokken is an incredibly fun game to me as it is my favorite game of all time. The fighting game genre is also my favorite genre because of the real-world applicable theme of breaking yourself down to come back better and the idea of continuing to work until you can reach your ideal self. I chose this game because it holds a lot of sentimental value



to me due to being where some of the best memories I have ever had came from and how this game truly did push me to become the best version of myself through hard work, passion, and a fundamental enjoyment of what I did.

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## Task #2 - Points: 1

Text: Assignment Reflection

### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	What interesting or new "thing(s)" did you learn during your research and analysis?
<input type="checkbox"/> #2	1	Did you find it was easy to come across the information you were looking for? What was your primary means of research/analysis?

Response:

The things I've talked about within this assignment were things that I already knew with my research confirming the thoughts I had. The information that is available was easy to come by because I knew where to look for it while information out of my reach was incredibly hard to get a hold of.

End of Assignment