ANALYSIS: Management Games

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Casual Game Production

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One of Pocket Planes’ core mechanics is loading and unloading the planes. Throughout the experience, I was tasked with loading a plane with a human or cargo and transferring it to other locations for coins. You do this for most of the game to receive upgrades in the form of new player gear, more planes, and more plane room. One strength I identified is anybody can pick it up and play. Most casual games have simple mechanics, so this strength is no surprise. Everything from loading the planes to spending is explained in the tutorial. Even if you opt out of the tutorial, the objectives are clear. The one main weakness of Pocket Planes is the gameplay lasts for a very long time. When games continuously go on, they easily get boring. Because this is a casual and not a console game, the repetitive mechanics will become stale quicker.