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Casual Game Production

Analysis: Seeking Games

For this assignment, I played Seekers Notes. The primary mechanic is retrieving the designated items in the allotted time. You do this by tapping the screen. Don’t tap too much, as you will cause the clock to run out faster. One strength I found was the difficulty. Many seeking games I’ve played have been way too easy with the items being in clear view. Seekers Notes was different in that it truly tests your eyesight and attention to detail. The one weakness I encountered was the genre itself. Search and find games are usually time wasters compared to other genres. I found myself getting very bored while playing. Even with the story, beautiful visuals, and simple gameplay it was not enough to keep me satisfied. I found myself repeatedly going back to the Bejeweled knockoff located in this game rather than play the main game.