ANALYSIS: Construction Games

1/15/2020

Casual Game Production

Dexavier Chang

For this assignment, I chose to play Draw Something Classic Version. The primary mechanic is drawing. You draw by placing your finger on the screen and using it as if it were a writing utensil. You have a minor variety of stroke sizes and colors. Your job is to draw an image of the selected word for a player and have them guess and vice versa. There is another mode where the computer draws objects and you guess them. Once again, the strength I identified is the game’s simplicity. You can pick up and play without any instructions. Since you always have a list of letters, the drawings are easily guessed. Once again, the identified weakness is the game’s level of lasting fun. There’s not much to do except draw and guess. By having very few options of play, this game will easily become dull in a matter of minutes.