Dexavier Chang

Casual Game Production

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Analysis: Matching Games

For this assignment, I played Bejeweled Classic for the IOS. The core mechanic in this game is swiping to match up three or more of the same colored jewels. I selected this game, as it was the only one I have played before. One strength of the game is its varied modes of play. Bejeweled Classic has seven different modes to choose from in-game. My favorite was the diamond mine where you match up the jewels to shift the ground down to progress. One weakness of the game is the modes doing nothing to shift the gameplay dynamic. Whether or not you select the Zen mode or Classic, the game technically plays the same. The powerups for the other modes do nothing to alter the dynamic of the game. It was a still a fun experience, nonetheless.