Goal Analysis Discussion

**Instructions**: In small groups, discuss the following questions related to game goals. Take turns sharing your thoughts and ideas.

1. What are some examples of clear and intuitive goals in games that you have played?

2. How do clear and intuitive goals contribute to the enjoyment and engagement of a game?

3. Can you think of any games that have poorly designed goals? How do these goals impact the gameplay experience?

4. How do subgoals contribute to the achievement of the main goal in a game?