Analyzing Game Mechanics, Goals, and Systems

**Instructions**: Read the following examples of game mechanics, goals, and systems. Analyze how each element contributes to the desired experience in the respective games. Write your answers in the space provided.

Example 1:

Game: "Super Mario Bros."

Mechanic: Jumping on enemies to defeat them

Goal: Reach the end of the level and rescue Princess Peach

System: Power-ups that enhance Mario's abilities

Analysis:

Example 2:

Game: "Tetris"

Mechanic: Rotating and arranging falling blocks

Goal: Clear lines by filling them completely with blocks

System: Increasing speed as the game progresses

Analysis:

Example 3:

Game: "Animal Crossing"

Mechanic: Collecting and trading items with villagers

Goal: Customize and decorate your virtual home

System: Real-time gameplay synced with the real world

Analysis: