Investigating Games Created with Godot 4 - Worksheet

**Instructions**:

1. Explore games: Spend some time [exploring games](https://godotengine.org/showcase/) created with Godot 4. Take note of the game's features, mechanics, and overall gameplay experience.

2. Analyze the game: Answer the following questions based on your observations while playing the game.

Game Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. What is the objective of the game?

2. Describe the game's graphics and visual style.

3. What are the main mechanics or gameplay elements?

4. Are there any unique features or innovative ideas in the game?

5. How challenging is the game? Is it too easy, too difficult, or just right?

6. Did you encounter any bugs or glitches while playing? If yes, describe them.

7. How engaging and enjoyable was the overall gameplay experience?

8. Would you recommend this game to others? Why or why not?

3. Reflect on the game development process: Answer the following questions based on your understanding of game development and your observations while playing the game.

1. What do you think were the main challenges faced by the game developer(s) during the creation of this game?

2. How do you think the game developer(s) utilized the features and capabilities of Godot 4 in this game?

3. Were there any areas where the game could be improved? If yes, suggest some possible improvements.

4. How important do you think it is for game developers to constantly update their skills and knowledge in game development tools like Godot 4?