

In this individual assignment, you will discuss how you are using, or how you could use interest curves. Provide two examples. (50 pts)

Interest curves are graphical representations of players' interest while they play the game.

-The overall game has an interest curve that starts with the interesting scenery and mission that intrigues the player. The goal is to not have any flat portions of the game, because it does not give enough room for interesting portions to truly excite the player. These peaks are when the player is fighting a new type of enemy or a boss that looks interesting. We would have this happen at each level, with each boss increasing in difficulty as the player progresses. The lulls (decreases) in interest in between are valuable because they can help increase the interest at later times by being exciting and new in comparison. In this interest curve, there would be peaks that would increase as the player progresses through the game.

-Another interest curve could be represented by the number of deaths at each level of the game, or how much the player is damaging their opponents and how much damage the player is taking. This insinuates that there is a great action scene that is happening at the moment and the player is struggling to stay alive. There would be a up and down trend with increasing peaks.

Give two examples of how you could use indirect control in your game based on the techniques described in the book (50 pts).

Indirect control happens when the player feels like they have freedom to choose but the game is leading them to specific responses. This occurs because giving the player complete freedom would be nearly impossible and extremely time-consuming.

-Indirect control can be giving a player a limited set of options to pick from.

(ex: pick a color: red, green, blue)

-Indirect control can be giving players a path to follow that shows where they should be going, such as an arrow or a line.