**GAME GENRE ANALYSIS**

**YOUR NAME:** Zhenyu Zeng,

**GAME TITLE:** Monks and Monsters

**GENRE:** RPG/Adventure

**TARGETED AUDIENCE: 12+**

**OVERVIEW AND OVERARCHING THEME:**

Briefly describe what you think the theme of the game is, such as gangster, pirate, bowling, etc. If the game has a story/narrative, please include this as part of the theme.

Medieval role playing game

**CORE MECHANICS**

What is the core gameplay loop? The core gameplay loop is the core mechanics that the player has to perform repeatedly during the game to complete it.

Go on quests to gain experience to level up. Defeat monsters for experience.

**CORE DYNAMICS**

What are the core (repeatedly used) designed strategies and tactics necessary to win the game?

Collect new items/weapons. Level up skills.

**CORE AESTHETICS**

What are the possible feelings when playing?

**USER INTERFACE**

Does the user interface work well or not? Why?

**THEME SUPPORT**

List the music type, ambient sounds, content (in summary), and (art) skin (e.g. abstract or realistic) that are used to support the theme?

**STRUCTURE**

Pathway: Is the game linear, non-linear, sandbox/open world, or some combination?

Linear game

View: Pick one: 2D/2.5D, 1st/3rd person; and screen of game (pick phone, tablet, computer monitor, or TV)

2D + 3rd person, computer monitor

Size: How big is the world (small, medium, or large)? Google and/or guess how many minutes of gameplay is necessary to win the game?

Medium; ½ hr – 1 hr

**WORLD INTERACTIONS**

NPC core interactions, if any:

Core sound effects (game feedback to player input, such as gun noises): gameplay adventure music

Number of players (single, multi, MM): 1

Social affordances (communication, proximity, roles, and metagame):

Communication with NPCs

**PROGRESSION/PACING**

Breaks: how frequent are rest spots and cutscenes?

After each quest

Goal spacing: how often or quickly do you need to attain a goal before progressing?

Quests are linear so completion is required for advancing.

Difficulty curves: how difficult is it to learn how to master the game?

Moderate

Winning condition: Defeat the final boss

**Overall Comments on Game**

*Are there any mechanics, controls, sound, or interface features you would like to see changed or added?*

*What did you like the least about the game?*

*What did you like the most about the game?*

*Are there any other comments about the game that you would like to provide?*