**Game Analysis**

1. **Conflict/Decision Space**
2. **Tetris (puzzle)**

The new random piece may not fit into the gaps perfectly.

1. **Starcraft (real-time strategy)**

Attack your enemies and defend yourself from enemy attacks at the same time.

Balance resources allocated to strengthen mobile units and upgrade immobile units.

1. **Angry Birds**

Player needs to shoot the birds to destroy obstacles but number of birds is limited.

In Tetris, conflicts come from dilemmas while in Starcraft they come from a combo of opponents and dilemmas, and in Angry Birds, conflicts come from obstacles.



* **Asteroid**

Positive feedback: when an asteroid is destroyed, player got scores as reward. When all asteroids on the screen are destroyed, more asteroids appear, which tells the player’s entering the next level.

Negative feedback: when the space fighter hit an asteroid, number of life decrements, which warns the player to be more careful.

* **Hearthstone**

Positive feedback: when player deals damages to opponent’s minions, they disappear or become weaker so that are less likely to deal lasting damages to the player, which makes the player try to eliminate them.

Negative feedback: when the opponent deals damages to player’s character and makes its HP under zero, player loses the game, which makes player have to play his minions at the same time to kill the opponent’s character first.

* **Counter Strike**

Positive feedback: players of the same team win if they killed all players of the opposite team, which makes them try to aim more carefully and quickly.

Negative feedback: the explosion of the bomb is a negative feedback to counter terrorist’s team and its deactivation is a negative feedback to terrorist’s team because that makes them lose the game, so they will try to avoid that.

1. **Game Systems**