

Kaeli Moore

## Homework 1

### Offline

1. What type of multiplayer game was it?

I played Monopoly which is a board game.

2. What part of the games were you most drawn to?

I was most drawn to the strategy of buying houses and property. If you buy them early you have more options but you don't start out with that much money to buy property.

3. What types of information must be saved along the way?

You must keep track of how much the other players own and how much money they have so you may plan accordingly.

4. Did you have to depend on the other player? If so, in what capacity and how did they help you?

You were competing with every other player in the game, you can in some ways make deals or try to gang up on a player but it is quite difficult. This is also up to player discretion as it is not outlined in the rules.

### Online

1. What type of multiplayer game was it?

It is a co-op game called Lethal Company.

2. What part of the games were you most drawn to?

I liked that there was proximity chat which made the game have more stakes as you couldn't rely on your teammates as much and I liked the procedurally generated landscape.

3. What types of information must be saved along the way?

You must keep track of where the exit is and how to get back you also must keep track of how long you have been in the building as it becomes more dangerous after dark.

4. Did you have to depend on the other player? If so, in what capacity and how did they help you?

You have to depend on the other player to also find items within the building and also not leave without you. They can also help you navigate the map at times.