The National University of Singapore
School of Computing
CS3247 – Game Development
Assignment - 1

Submission date: <u>Thursday, 27 Jan 2022</u>

Note:
- ❖ **You must submit your analysis to the blog site at** *http://www.anuflora.com* **by the** <u>*deadline shown above*</u>**. Note this site is opened for public access. [Category: 2021/22 Sem2 CS3247 GAMES]**

<u>Analysis of existing games</u>

Play your favourite game. [Note: Playing a free/trial version of award-winning games form previous IGF competitions or conferences (eg. SIGGRAPH-Games) will be very useful for you to get an idea about the type and quality of games expected. Hence, it is recommended. However, you can play any game including non-IGF]. Write down what you're doing and feeling/experiencing. Pay *attention* to what objects you are focused on, where you touch the screen or move the cursor when you get stuck or frustrated or bored, and write down everything. What contributes (from the lenses*) to the experience? (Relate them to **elemental tetrad** AND **4 to 5 lenses**). Create one/two page blog on your experiences and actions (2 page max).

1) Include a short description about the game with a screenshot before you do the analysis.
2) Provide a link to the game's web site and/or youtube link to the game play demo.
3) Page limit: maximum 2 pages (excluding images). Keep your points precise and concise. A bullet list of key points is sufficient.
4) You can argue either in favor of or against the game design with respect to each lens/tool.

If you need further details/clarifications, you are encouraged to post your questions in Piazza discussion forum.

<u>Using the Blog Site: -</u>

Register for an account at the blogging site *http://www.anuflora.com* as soon as possible. Use your **NUSNET email** for registration. Wait for **24 hours** to get your account activated with right permissions. After activation you can add contents. [Select '2021/22 Sem2 CS3247 GAMES' as the **category** of your contents].
Note: If right category is not selected, your assignment will be hard to find in the system and it may not be graded .

<u>Reference Book:</u>

* "The Art of Game Design: A book of lenses" by Jesse Schell
["A deck of lenses" application from iTunes store or Android market (http://artofgamedesign.com/cards/), which gives a summary of lenses.]