

# Game Design Analysis

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## Basic Information

**What is the name of the game?**

- 7 Wonders

**Who is the publisher?**

- Repos Production
- ADC Blackfire Entertainment
- Asmodee
- Asterion Press
- Galápagos Jogos
- Gém Klub Kft.
- Hobby Japan
- Kaissa Chess & Games
- Lautapelit.fi Lifestyle Boardgames Ltd
- Rebel

**Who is the game's designer?**

- Antoine Bauza

**What date did you play the game?**

- September 2017

**With who did you play the game with?**

- With random strangers

## Game Classification

### Triad Analysis # 1 Game Systems: Abstract, Narrative, and Simulative

Is the narrative (story) a fundamental part of the game system?

[No]

Rate how strong of an impact is the narrative to the game system?

Low

Is the game system primarily abstract as system? (Meaning the game system does not relate to the narrative or the try to simulate real-life)

[Yes]

Rate how strong is the abstract factor of the game system?

High

Is the game system an attempt to mimic a real world system-process?

[NO]

Rate how strong the game system simulates a real-world system?

Low

### Triad Analysis # 2 Game Systems: Chance Gradation

Rate how strong the chance, randomness or ambiguous is in the game system?

Medium

### Triad Analysis # 3 Game Systems: Physical vs. Virtual

Indicate if the game is more physical (played in the real-world) or more virtual (facilitated by digital technology)?

Physical

## Game Dissection

### Rule Base Layer

**Core Agency- Describe what the player can do or directly influence in the game?**

Each turn a player can chose 1 card of a pile cards, this continues until all the piles are evenly distributed. While choosing a card you can see which color/ sort cards are already taken, because of that you could ignore those cards and try to counter it by picking cards specific for your neighbor.

**Progressive Mechanics- What keeps the player motivated to continue to play?**

Because there are different ways of winning, you want to continue and see if you can make it.

**What is the goal of the game?**

To have the most points in the game.

**What challenges must the player overcome?**

Anticipating other players and making the right choices.

**How does the player determine their progress towards the goal of the game?**

Because it is a draft game of 3 sets, you can easy determine the progress of the game.

### Declarative Layer

**Fictional- What is the theme of the game?**

- Ancient
- Civilizations
- Card Game
- City Building

**How does this theme impact the game?**

It gives justification to the cards that you chose

**How well does the game system and narrative complement each other?**

**Functional- What elements of the game are designed for game functionality?**

- Hand Management
- Set Collection
- Simultaneous Action
- Selection Variable Player Powers

**What physical objects, visuals, sounds, etc. are essential for playing the game?**

The civilization card, the draft cards.

**Why are these elements functional and not fictional?**

You need your civilization card, so you can determine a starting strategy. The draft cards is for the different choices you can make. Gold and military points can be counted on paper just like the end points you count.

## Social Layer

**Player[s]- Who is the target audience of this game?**

10 years and older

**What are the appropriate ages for this game?**

For me it would be 13/15 and up. Because then you can better understand how to counter other players.

**How many players can play the game?**

3/7

**Is the game still balanced when played by different ages?**

I don't think so

**Is the game more attractive to a particular gender (e.g. male or female)?**

Gender neutral

**Why?**

The game does not show any genders, nor does the game indicates or mentions such thing.

**Is the game culturally or ethnically neutral?**

yes

**If not how would the game be more attractive to a particular culture or ethnicity?**

**Sharing: How does a player share the game-play experience?**

When you talk about the game, you end up talking about how strong someone's military was or how much points you got at the end while not knowing why you got it so far.

**Is there a player community around the game?**

Yes

**How does a player find other players that play the game?**

By going to board game nights, Facebook or other social media.

**How was the player introduced to the game's existence?**

By meeting a friend that already played it or saw it while browsing in a store.

## Game Articulation

### Game System

**Goal-** What is the end goal of the game?

To have to most victory points

**Time-** How much time does it take for a game to be resolved?

30/45 minutes

**Is the game system influenced by the time?**

No

**Space-** Where is the game played?

In an open space/table because it's actually a card game, you don't need much space

**Is the game influenced by the special area determined by the game system?**

No

**Elements-** What elements are required to play game?

Civilization boards, Age 1/2/3 cards

**What elements directly represent the player's agency?**

Civilization board and the draft picking

**Attributes-** What attributes determine the current game state?

The number of age the players are in

**What attributes are associated with game elements?**

Gold, military points and age cards

**System Rules-** What are the rules that determine the core agency?

Picking 1 card each turn from the draft cards

**What are the rules that determine progression?**

At the end of each age you solve the conflicts and continue to the next age. At the end of age 3 you solve the last conflicts. After that you count all the points

**Do the system rules create explicit social rules?**

Yes

**Social Rules-** What rules influence social behaviors?

Age card sometimes need resources to be build.

What rules create implicit social behavior?

The need of resources

### Play Mechanics

Quality- What kind of impact does the interaction stage have in the player's ability to play the game?

Not much, you can either build it or not, you could play the game by never interacting

Actions- Rate impact the player's action has on the game system

Medium

Choices- Rate how interesting the choices are from the game system

low

Goals- Rate how interesting it is to pursue the goal(s) of the game system

low

Frequency- How quickly does the player need to react at the different interaction stages?

Actions- Rate how often the player must take action in the game

low

Choices- Rate how often the player must make choices in the game

low

Goals- Rate how often the player must make new goals in the game

low

Clarity- How clear is each stage of interaction to the player?

Actions- Rate how clear to the player they have taken an action

low

Choices- Rate how clear to the choices from the game system are to the player

low

Goals- Rate how clear the goal(s) of the game system are to the player

low

## Gameplay Experience

**Player Abilities-** What are the essential abilities that the game require from the player?

Seeing and decision making

**Required cognitive abilities-** What cognitive abilities does the game require from the player? (e.g. memory, attention, language, pattern recognition, etc.)

Language, attention, ability to think ahead and able to count

**Required physical abilities-** What physical abilities does the game require from the player? (e.g. motor skills, fine motor skills, seeing, hearing, etc.)

Motor skills, seeing,

**Play State-** How well does the game do to keep the player playing? Do you recognize this stages of play while playing the game? If not which one is missing?

1 game is very sort and because of the colors on the age cards, you see and understand that you drawing close to the end game.

**Anticipation-** Rate how much the game brings out the feeling of anticipation.

Medium

**Surprise-** Rate how much the game was able to surprise you.

Medium

**Pleasure-** Rate how much pleasure the game gave you.

High

**Understanding-** Rate how easy it was to understand the game.

High

**Mastery-** Rate how easy you think the game would be to master it.

Medium

**Composure-** Rate how easy you think the game is to gain composure.

Medium

**Empowerment-** Rate how much you feel empowered by having control over the game.

High

**Gameplay- What kind of gameplay does the game have? Does the game combine different kinds of gameplay? [Competition, Chance, Role Playing, Sensation, Skill, Fellowship, Discovery, Expression]**

You have draft picking and with combat/building and trading. The ability to choose which of the 7 winning routes you want to go. You can even combine them.