

Game Design Analysis

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

High

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

High

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

You need to choose a card each draft pick and give the pile to the next player. This takes a maximum of 3 minutes

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

High

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

High

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

Medium

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

Very simple, you have 3 ages

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

High

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

High

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

High

Gameplay Experience

Player Abilities- What are the essential abilities that the game require form 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.