

# Game Design Analysis

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## Basic Information

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

- Monopoly

**Who is the publisher?**

- Parker Brothers

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

- Elizabeth Magie
- Charles Darrow

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

- November 2017

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

- I played with friends and family up to 6 players

## 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?

Low

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

[YES]

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?

High

### 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?**

In monopoly the player can chose if he want to buy a land mark or not. Buying it can help the player or become an obstacle for another. If you chooeses not to buy a land mark then he allows other players to offer money to the bank buy it themselves.

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

The change to get the landmark you need and trying to bankrupt others.

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

The goal of the game is to own so as much money and land marks to bankrupt your opponents

#### **What challenges must the player overcome?**

Patience and own irritation to RNG.

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

The more money you have, the more you can buy/build. This creates more money. When other player can't pay you when he/she gets on your land mark, that player gets eliminated. Until only 1 player is left.

### Declarative Layer

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

The theme is capitalism and how it works.

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

The way you get richer and richer, while the poor getting poorer.

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

The game system

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

Monopoly is a board game where players roll two six-sided dice to move around the game-board buying and trading properties, and develop them with houses and hotels. Players collect rent from their opponents, with the goal being to drive them into bankruptcy.

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

- The dice
- Land marks
- The board
- The houses and hotels
- Money
- Pawns

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

Without these elements you can't play the game the way it is intended. But if the go to jail, or the chance/general fund is not included, you can still play the game.

### **Social Layer**

#### **Player(s)- Who is the target audience of this game?**

8 years and up

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

For me personally I think that this game is played at best with the same age group. I have seen and watched games played with different age groups, here the older players often tried to fool the younger players so that they could get the most out of the deals.

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

2 to 8 players. Boardgamegeek states that is best played with 4, while the community tells 3 to 6. I personally think that it needs at least 3 but below 5.  $\frac{3}{4}$  players

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

No it is not, like I have explained by my previous statement older people tend to fool younger ones.

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

This will be a fully biased but I think it is more boys attractive.

#### **Why?**

If it wasn't then they would probably not bring out a girls only edition.

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

The game is designed in such a way that it is neutral in both ways, but culturally might be seen as an male game.

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

If there are more women in the business industry it might become more neutral.

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

Players often share their best games and how they won from the others.

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

Yes

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

Steam has a community but that is a virtual community. As for the board game physically I could not find one. Form my own experience it is often within your own friend group.

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

For me it was of family telling me that it was a fun easy game.

# Game Articulation

## Game System

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

Bankrupting other players

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

1 to 2 hours, if players are willing to trade.

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

no

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

The game can be played everywhere if you have enough space for the board and the people that want to play it.

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

The special area is the board it self

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

- 1 gameboard
- 10 playing tokens (including 2 spares)
- 28 Title Deed cards
- 16 Chance cards
- 16 Community Chest cards
- 1 pack of MONOPOLY money
- 32 Houses
- 12 Hotels
- 2 dice

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

the choice buy or sell stuff.

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

The lesser players can pay rent the closer you are to end game

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

In Monopoly, each property on the board can be considered an object with a dynamic "number of houses" attribute with six states (0, 1, 2, 3, 4, hotel), and a "mortgaged" attribute with two states

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

After throwing the dice and moved your pawn, you can chose to buy something or sell it, of course if that landmark is not already taken.

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

Money

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

Yes

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

Trading

**What rules create implicit social behavior?**

Paying and trading with players is an explicit social rule.

### **Play Mechanics**

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

It is an important moment, because if you don't interact and buy/sell stuff the game can get stuck.

**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**

Medium

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

Almost none, because you can't react to it unless it's your turn.

**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

You only do it after throwing the dice and moving on the board.

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

low

you don't really create one, but get one because of how you end up walking on the board

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

Each player gets 1 interaction moment each turn. And that is very clear.

**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 from the player?**

Throwing a dice, reading a card and understand how to buy and sell.

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

- Language to read
- Attention

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

- Seeing
- Motor skills
- hearing

**Play State- How well does the game do to keep the player playing?**

For me the game does not help you want to play more. It is the players own greed and hope that thinks you might win

**Do you recognize this stages of play while playing the game?**

The more land, and money you own shows how far the game has progressed

**If not which one is missing?**

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

low

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

low

Pleasure- Rate how much pleasure the game gave you.

low

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

High

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

High

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

High

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

low

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]

- Competition
- Change