Game Design Analysis

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KGD1: Board & Card Games

Game Design Analysis

## Basic Information

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

**Who is the publisher?**

**Who is the game’s designer?**

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

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

## 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?**

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

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

**What challenges must the player overcome?**

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

### Declarative Layer

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

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

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

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

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

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

### Social Layer

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

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

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

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

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

**Why?**

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

**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?**

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

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

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

## Game Articulation

### Game System

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

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

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

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

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

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

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

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

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

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

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

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

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

**What rules create implicit social behavior?**

### Play Mechanics

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

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

**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**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

## Gameplay Experience

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

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

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

**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?**

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  high |

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

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  low | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10  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)**