Game Design Analysis

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KGD1: Board & Card Games

**Game Design Analysis**

**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?

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?

|  |
| --- |
| 1  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?

|  |
| --- |
| 3 |

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?

|  |
| --- |
| 2 |

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

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

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

**Game Dissection**

**Rule Base Layer**

Core Agency- Describe what the can the player 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 wasa 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 behaviours? What rules create implicit social behaviour?

**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)