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1. Which of the following is NOT a solution to Player vs Player balancing? 1 / 1 po

- (●) Dominant strategies
- ( ) Direct symmetry
- ( ) Handicaps
- ( ) Negative feedback loops

Correct
That is correct. Dominant strategies lead to unbalanced games.

2. Flow deals with the balance between which two things? 1 / 1 po

- ( ) Number of Enemies and Powerups
- (●) Challenge and Skill
- ( ) Challenge and Powerups
- ( ) Number of Enemies and Skill

Correct
Correct! The flow theory states that the level of challenge needs to match the players skill as they advance.

3. Rock, Paper, Scissors is an example of which kind of relationships? 1 / 1 po

- ( ) Symbiotic Relationships
- ( ) Bad Relationships
- (●) Intransitive Relationships
- ( ) Transitive Relationships

Correct
Correct! RPS is a classic intransitive relationship or zero sum game.

4. It is possible to make a balanced set of Intransitive Relationships between 5 elements. 1 / 1 po

- (●) True
- ( ) False

Correct
Yes! I actually showed one during the lecture with Samurais, Shugenja, Ashigaru, Archers, and Ninjas.

5. What is a possible downside to using symmetry to balance Player vs. Player balance? 1 / 1 po

- (●) Using symmetry may make a game feel like it lacks variety or that units aren't really any different from one another.
- ( ) With symmetry, one player may feel like their units or game pieces are less powered than their opponents.
- ( ) Experienced players will get frustrated because inexperienced players are likely to win against them.
- ( ) Symmetry rarely leads to balanced games.

Correct
Correct. Because with symmetry, all units at one level or another have to be logical substitutes. That can make a game feel like it lacks nuance or variety.

6. When teaching a player about a new mechanic, which of the following is NOT part of the Typical Play Pattern that you can leverage to help a player master that skill? 1 / 1 po

- ○ Present Player with a New Goal
- ◉ Player Loses Old Skills
- ○ Player Uses Skill to Accomplish Goal
- ○ Player Gains a New Skill
- ○ Player Practices with New Skill

✓ Correct
Correct. You don't really want to take things away from the player. Sometimes this can be a strategy, but you'd have to have a strong reason to argue for this. Many players find this particularly frustrating. "What? I can't jump any more?"

7. How does a "boss fight" relate to the idea of game balance? Boss Fights are usually found at the end of levels or the end of games. They are often unique enemies that take time and effort to defeat. 1 / 1 po

- ○ Boss fights are more difficult to defeat, so it makes weaker enemies seem more balanced.
- ○ Boss fights are about variety, which helps balance a game because it makes it feel less monotonous.
- ◉ Boss fights require the player to demonstrate mastery of one or more of the core gameplay mechanics in order to win.
- ○ Boss fights make it so a player has to spend more time playing a level, which makes them feel like they've earned the next level.

✓ Correct
Correct. The idea of a boss fight is fundamentally about encouraging the player to demonstrate mastery over the tools they've acquired along the way.

8. Sometimes reliance on chance, statistics or an algorithm/equation can "feel" unbalanced to players. Why is that? 1 / 1 po

- ○ All statistics are inherently biased.
- ◉ Players don't understand statistics, chance or probability very well.
- ○ Players have an inherit distrust of computers.
- ○ Players feelings shouldn't really be part of the discussion of balance.

✓ Correct
Correct. The idea that if you were to flip a coin, it is possible for it to come up heads 100 times in a row. It isn't probable, but they are independent trials, so it is possible. Yet, to a player that loses the chance of who goes first 100 times will feel like the game is stacked against them.