## Compared To Initial Design/planning

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| Example 1:Fallout4 | | | | |
| similarities | What’s good | Bad | Why | My response |
| Spin on genre | Instead of typical magic and melee, fallout uses guns. Obtained in similar ways to other games. | Unlike others of the genre, players can only use guns and melee, there are no special abilities and many unique types of weapons, and the gun spin on RPGs have been used in other games. | Being unique will draw the attention of potential players, | Continue with fighting spin |
| map | Doesn’t lock most areas allowing full free roam | Not locking areas means players can visit areas before intended | This is done to allow players greater freedom, putting them in control of the game | Keep areas locked, not doing so makes game too hard |
| Other areas |  |  |  |  |
| Companions | Grants more dialogue options, gives player options of who to choose, creates wider variety of stories, helps player out. | AI can be rubbish sometimes, the NPCs wander off or do not support enough | An aspect of interaction giving players ability to choose actions. Faults on the player for their companion makes them feel more. | Will not be implemented, companions do not fit the style, a similar guild system could be implemented, however balancing the game is an issue. |
| factions | Creates almost free for all environment between half of them, attacking other factions, | May become confusing for some due to the number of factions | Creates further immersion and story between faction characters and others | May implement a guild system |
| AVG Rating:8.6/10 | Reviews: mostly positive | Popularity: 1.2mill(24hrs) | Restrictions:15+  Bloody violence, gore, language |  |

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| Example 2:Fable2 | | | | |
| similarities | What’s good | Bad | why | My response |
| map | Very exploratory, different locations that are unique. Different areas have different architecture styles and atmospheres. Enemies fit environments to further increase dynamic. | Limited to hostile(wilderness) and passive areas | Having an exploratory map allows users to roam freely, however, only having passive and hostile environments limits immersion, as areas will always feel the same. | I should have the map be immersive, and have dynamic changes in combat with areas, changing passive areas to hostile, this should include map changes to demonstrate this further. |
| quests | Variety of quests (main and side) and types, some require fetching items, others fighting, others leading people. Side are optional. | Some are long and tedious, some requiring to do the same thing over and over again. Some are repetitive | Having variety of types keeps player interested, and gives lots to do, however some take to long for what they offer | Try and limit repetitive tasks, or make repetition harder to keep users engaged |
| Other areas |  |  |  |  |
| money | Money used to buy weapons, items and properties; properties can be rented to generate more money. | Jobs can be used to make money, however it is really slow | Money gives the player a sense of freedom on what to gather, they can choose weapons, or to make as much money as possible | Money will not be implemented, instead players will still have a choice, but will have to choose the quests to obtain the items |
| experience | XP is gathered for different skill sets. Using specific sets grants extra XP for the set | Combat will mostly be melee and magic, guns are slow. This means you will most likely level up that skill slower. | Different sets allow users to upgrade certain sets at their own rates, however not doing so limits where XP goes. | Idea **may** include XP sets. |
| AVG Rating:8.6/10 | Reviews: mostly positive | Popularity: 3.5mill(2010) | Restrictions: m 17+ Blood Gore Sexual content Alcohol |  |

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| Example 3:two worlds 2 | | | | |
| Similarities | What’s good | Bad | why | My response |
| Open world | Large and open,  Settlements and NPCs exist in areas | Locations are not interesting. Many locations look too similar, creates lack of diversity | Open world creates immersion | Try make interesting areas engaging |
| horses | Used in combat. Ridable, horses are faster allowing for quicker traversing.  Horse combat is improvement to previous game | Animations are quite horrible and combat is flimsy. | Creates more immersion | Will not implement horse combat |
| online | Allows people to play with others | Servers shut down and maintained for weeks on end | Online play makes players more involved | Don’t use bad servers |
| Other areas |  |  |  |  |
| dialogue | Plenty of dialogue from NPCs | Sometimes Cuts out, not the best audio. Animation of talking not synced | Dialogue allows storytelling and engaging for the player | If dialogue is included, it won’t have to be synced due to the style of gameplay |
| Crafting system | Works. Combine disassembled parts | Some people do not like because it is different to previous game, where instead of materials, weapons of the same type were combined | To create a system for player to choose what weapon/armours improve upon | Will not implement, can lower value of rare items as non-rares can become as powerful |
| AVG Rating:7/10 | Reviews: mixed | Popularity:2mill(feb2011) |  |  |
| Although with a rating of 7, the game is not good. The servers are bad, requiring weeks to maintain. Dialogue is bad and cuts off, and gameplay is generally considered dull. | | | | |

Unbalanced Tournements?

Restriction assessment (e.g. pegi age restricitions)?

Complications of a large game?

How do games Retain Interest?