Welcome to the first week of our internship program! This week, we will focus on getting acquainted with the Unity environment and understanding different game genres. Unity is a powerful game development platform that we'll use extensively throughout this program. To kick off, we’ll explore various games to see what makes them engaging and how Unity can be used to create similar experiences.

Challenge:

Play at least 5 games from different genres to understand their mechanics and design elements.

Task:

1. Play the Games:

- Play the games provided in the attached links.

https://play.google.com/store/apps/details?id=com.king.candycrushsodasaga

https://play.google.com/store/apps/details?id=com.ezg.dot.glow&pcampaignid=web\_share

https://play.google.com/store/apps/details?id=com.dxx.firenow

2. Document Your Findings:

- Write a brief description of each game you played, including its genre, core mechanics, and overall gameplay experience.

- Answer the following questions:

- What are the key features of each game?

- What makes each game interesting or engaging?

- How could these games be improved or made more engaging?

3. What you play:

- Submit the names of those 5 games you played and tell your favorite among them

GAME DEV TRAINING: TASK 1

**Game 1: Subway surfers:**

**Genre:** Endless Runner

**Core Mechanics:**

* Swipe controls: Use your fingers to swipe left, right, or up to control the character's movement, dodging obstacles and collecting power-ups.
* Auto-scrolling: The game auto-scrolls, requiring the player to react quickly to avoid obstacles and collect rewards.
* Jumping and dodging: Use the swipe controls to jump and dodge oncoming obstacles, such as trains, trucks, and other hazards.

**Gameplay Experience:**

Subway Surfers is afast-paced endless runner where you play as a character who surfs on hoverboards Your goal is to collect coins, power-ups, and other rewards while avoiding obstacles and enemies. As you progress, the game becomes increasingly challenging, with faster speeds, new obstacles, and more difficult jumps.

**What makes this game interesting and engaging?**

It’s simplistic gameplay; this makes the game more appealing to people of all ages. And it being endless runner makes so that you can play as long as you don’t get hit.

**How could these games be improved or made more engaging?**

It can be improved with addition of more obstacle and powerup variety

**Game 2: Candy Crush Saga:**

**Genre:** Match-3 Puzzle

**Core Mechanics:** Candy Crush is a match-3 puzzle game where players swap colored candies to create sets of three or more identical candies in a row. The goal is to clear the board of candies by making matches and earning points.

**Overall Gameplay Experience:** In Candy Crush, players are presented with a grid of colorful candies and must swap adjacent candies to create sets of three or more identical candies. The game requires strategy and quick thinking to clear the board, as players must make matches in a specific order to progress. Each level has a set goal, such as clearing a certain number of candies or reaching a specific score, and players must work to achieve this goal within a limited number of moves.

**2. What makes this game interesting and engaging?**

Its simplictic game play and easy to understand goals. There simpe goals you have to complete and the puzzle nature of the game makes it quite engaging

**3. How could these games be improved or made more engaging?**

Game needs more goal variety. There are only four types of level goals which after hundreds of level start to feel stale so the more variety in level goals would make it more engaging.

**Game 3: Dot Connect Glow:**

**Genre:** Dot connect Puzzle.

**Core Mechanics:** Dot Connect Glow is Dot connect puzzle game where players are provide a grid with multiple pair of colored dots and they have to connect the same colored dots in manner where they don’t intersect. The goal is to connect all dots while passing through every cell in the grid

**Overall Gameplay Experience:** Dot Connect Glow players are provide a grid with multiple pair of colored dots and they have to connect the same colored dots in manner where they don’t intersect. The goal is to connect all dots while passing through every cell in the grid

As players progress the game gets more complex with blocking certain paths etc

**2. What makes this game interesting and engaging?**

Its a puzzle game that really appeals to curious mind and engages

**3. How could these games be improved or made more engaging?**

Game needs more goal variety. There are only four types of level goals which after hundreds of level start to feel stale so the more variety in level goals would make it more engaging.

**Game 4: Survivor.Io:**

**1. Key Features:**

**2. What makes this game interesting and engaging?**

**3. How could these games be improved or made more engaging?**