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a. List some examples of Click to move games

1) Dota 2

2) League of Legends

3) Sims 1/2/3

b. Can a click to move game engage users in the gameplay? – briefly explain your answer of why do you think that a click to move game can/can't engage users?

Yes, absolutely. There many various types of CTM games that are quiet engaging in different ways. Dota 2, for example, one of the most famous, praised, and highly sponsored CTM game with multiple championships across the world. The whole mechanics of controlling the hero movement by mouse clicking and his abilities with QWER keyboard is very convenient. Not only that, this kind of setup invites mastery of skill in abilities control as well as proper movement and attack(calculating last hits that bring most gold as well as the right distance to engage with the enemy can be quite challenging.)

c. Take any game (with NPC movement) of your choice, and based on your viewpoint, explain how a NavMesh can be applied in that game to move NPCs.

I am somewhat confused with this question since in games I am familiar with I would think NavMesh is already in use. For example, creeps in Dota2 are avoiding friendly hero characters, towers, and other obstacles to move forward or find the fastest route when chasing an enemy hero. In Rocket League, cars find the quickest way to the ball to score a goal while not bumping into each other.