RESUME
RESTART
LEVELS
001 002 003 004
FT-1 AR-3 AN-1
61,3
42,7
78,1
38%

Bachelor of Arts in Game Design

GAME DESIGN ANALYSIS

Write a short essay, double-spaced, 1,000 – 1,500 words, submitted in PDF or Microsoft Word format. We encourage you to include relevant graphics and gameplay-specific video (e.g. YouTube) links. Maximum file size is 10MB.

1

CONTENT
Choose a specific mechanic, system, or user interface (UI) aspect from a computer game, video game or mobile game with which you're very familiar. Then:

2

DESCRIBE THE ELEMENT
What is its appearance, operation and/or effect?
What purpose or function does it serve?

3

ANALYZE THE ELEMENT
How well is it designed and executed?
Is it well tuned, or unbalanced in some way?
Why do you say so?

4

IMPROVE THE ELEMENT
What could be done to improve this game design element?
Why do you believe your idea(s) would improve it?

DEFINITIONS

Here are some definitions for the terms used above, along with examples of each.

Mechanics: the player character takes an action and the game reacts in a consistent way
  - Ex. 1: the player presses "A" twice and the player character performs a double-jump
  - Ex. 2: When enemies are defeated, they drop health pick-ups
  - Ex. 3: The player has a device that can rewind time on certain objects/targets

System: an interconnected set of mechanics that can receive input and produce many different results depending on various factors
  - Ex. 1: a combat system
  - Ex. 2: a loot box system
  - Ex. 3: a stealth system
  - Ex. 4: an in-game economy (or an aspect of one)

User Interface: the means that players are provided to receive information and/or take action in the game
  - Ex. 1: a controller or keyboard mapping scheme
  - Ex. 2: a player character customization screen
  - Ex. 3: a mini-map
  - Ex. 4: stealth system iconography
  - Ex. 5: HUD (heads-up display) elements

Hint: "This design element is perfect and I wouldn't change a thing" is not a recommended approach!

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