

Game Design & Development I

CGR 125

Professor Ryan Morrison

Game Analysis 7 (Obstacles, Levels, UI & Environment)

Purpose

- All the students to decide if fundamental gameplay has dramatically changed between a two-dimensional and a three-dimensional game world.
- Assure that all students are aware of all pieces that are a part of a games' environment.
- Assure that all students are aware of what makes an intuitive game interface.

Instructions

- Acquire a title that you have come to learn possess great environmental properties, solid structure of obstacles and levels and a variety of user interfaces. This title should also have a 2D counterpart as discussed in Game Analysis 2 (GA2).
- Break down the different areas we have discussed in the last few lectures including, but not limited to:
 - Obstacles
 - Levels
 - User Interface
 - Environment
 - Scenery
 - Sounds
- Obstacles/Levels-discuss how gameplay has changed between the times between your GA2 game selections and the present day counterpart. You may want to touch on the following similarities and differences about goals, progression, difficulty etc.
- Environment-The title should, as discussed, have a great combination of scenery and effects and background music/score. Discuss in detail the similarities and differences between the older and newer versions of the game. Also the improvements should be highlighted to discuss what made them improvements.
- UI-Break down the games' interfaces and what makes the desirable or undesirable in detail. Remember to include the multiple aspects of UI, including the controller, HUD, Screens, options, rewards & punishments.
- There is no recommended time in playing this title, use your discretion. All that is suggested is that you play enough to get a feel for each part of the assignment.

****see Analysis requirements for particulars on writing the paper***