

# Lab 01 – Game Analysis

Návrh a vývoj počítačových hier  
Tvorba a dizajn počítačových hier  
Michal Ferko, Dominika Dolhá

23. 9. 2021

# Task 1 – 20min (groups of 4)

1. Find a game you **all** played and **really liked**
2. Each separately list 3 reasons why you **like it**
3. Each separately list 3 reasons what **you don't like about it**
4. Cross-match your lists and write down 3 lists
  - Things you **all** liked
  - Things you **all** disliked
  - Emotions you share and emotions you don't share
  - You will present these lists at the end of the Lab

# Task 2 – 30min (same groups of 4)

1. Find a game you **really like** and your teammates **have never played**
2. Watch your teammates' games on YouTube
  - Ideally trailers with gameplay
  - No interaction during the videos
3. Write down why you would/would not play the game
4. List 2-3 reasons why you think your teammate likes it
5. Discuss with your group and write down your findings
6. **Select one game for presenting to all students**
  - Tell us the game's name

# Task 3 – 50min

- Present your findings from Task 1
  - One person from the team
  - ~3min per team
- Trailers + why does your teammate like it

# Backup slides

If there's time

# Unique Selling Points

Why will I buy your game instead of X?

# Deliberate Game Design

If I add X to the game, what am I hoping to achieve and how?

# Reflection – Task 1

- Find common game & why we like it
  - Players are vastly different with different tastes
  - 90% of you picked AAA games, mostly RPGs
  - You are very similar gamers & have very high standards
  - Difficult hard-core audience, don't target it
  - You're going up against AAA games as a beginner!
- Target a **Niche** instead that's used to playing more games
  - Smaller player base, easier to target
  - Rewarded for innovation



# Reflection – Task 2

- Get recommended a game & figure out why it's good
  - Did you understand why your partner likes that game?
  - Did any of you dislike the game their partner gave them?
  - Was your first impression of any game **Wow! Awesome!?**
  - First impressions of a game are key
    - People come for the visuals/recommendation/reviews/audio
    - People stay/recommend/review for gameplay
    - Player motivation in a game changes over time
      - Core gameplay
      - Meta gameplay
- If it looks bad, you won't succeed

# Reflection

- What was the point of the exercise?
- Task 1 – Find common game & why we like it
- Task 2 – Get recommended a game & figure out why it's good
- Task 3 – Present your findings

# (Backup – if there's time)

## Task 4 – 10min (same groups of 6)

1. Pick a game you all like (different than the game in Task 1)
2. List 3 things that you most dislike about it and why
3. Write down why you think these things were put in the game

**Hint:** If you have no idea, imagine the game without it. Try to think of how the absence will affect the game

# Reflection – Task 4

- Find unwanted features in a liked game
  - Did someone find a feature that is definitely useless & annoying?
  - You most likely were analyzing a game that was mostly well-designed
  - **You should be looking at games that failed as well**
    - Figure out why the game is broken
    - Try to avoid it
    - If it cannot be avoided, try to fix it
      - Lol+DotA vs. Heroes of the Storm
  - Find reasons for design decisions
  - **Introspection** – learn to observe yourself while playing