

Game builder: breaking down gameplay and mechanics

Discuss with a partner or group member videogames you played recently, or a game you really enjoy and break them down below.

Title	Rules of the game	Game mechanics (things you can do)	Methods and approaches to succeed in the game	Describe the gameplay and how challenging it is
Example: <i>Limbo</i>	<i>Must move forward (side-scrolling), your character can 'die' in a variety of ways, but re-spawns at nearby checkpoints.</i>	<i>Move left, right, up, down. Can jump, climb, and interact with some objects (levers, traps, magnets, for example)</i>	<i>Must solve many puzzles, often using the physics and abilities of character</i>	<i>No instructions, must figure things out for yourself. As you learn the challenges increase in difficulty - you can get stumped for long periods, but there's variety throughout so doesn't get boring or repetitive</i>