

## **EXERCISE 2: PATTERN HARVESTING**

### **ASSIGNMENT**

The assignment is to suggest gameplay design patterns by looking at a number of games from the given collection below, and then identify their presence in a number of other games of your own choice. Specifically you should:

- Identify 9 gameplay mechanics give them descriptive names
- For each pattern, identify 2 additional examples of games that contain it
- Create a graph which shows relations between the patterns

You are allowed to choose three of games below as starting points. You should for each game find the three mechanics you perceive as being most distinct for the overall gameplay experience; a game mechanic can exist in several of the games but only count as one in this case and you cannot use the other game(s) as examples. Note that you can find many patterns in all of these games and the more complex of them have too many for you to find during the exercise time – look for the patterns that most heavily influence the gameplay and/or the most unique ones. For the graph most of the patterns need to be related to other patterns, this may need you to identify some additional patterns (which only need to be in the graph).

### **GOALS AND DEMANDS**

The goal of the exercise is that you should train identifying game mechanics in games, naming them, and reflecting on how they influence each other. To receive a passing grade for the assignment, you must document your results by filling in the backside of this paper and presenting it to one of the teachers.

### **GAMES TO ANALYZE (choose 3)**

Preferably choose games you already know, but regardless it may be good to search the web to descriptions of the games. If you really don't know enough games you can read enough on the web for the following games to do the exercise: Bejeweled, Chess, and Ludo.

- **Bejeweled (any version)**
- **Chess**
- **Dungeons & Dragons (any version)**
- **Farmville**
- **FIFA 10 (or other game in the series)**
- **Ludo**
- **Need for Speed: Shift (or other game in the series)**
- **Settlers**
- **Tekken 6 (or other game in the series)**
- **Texas Hold'em**
- **The Sims 3 (or other game in the series)**

# RESULTS

## PARTICIPANTS


## CHOSEN GAMES

- Chess
- Quake
- Ludo
- Ludo
- Ludo

Pattern Suggestion	Game	Other game examples
#1 _____	_____	_____
#2 _____	_____	_____
#3 _____	_____	_____
#4 _____	_____	_____
#5 _____	_____	_____
#6 _____	_____	_____
#7 _____	_____	_____
#8 _____	_____	_____
#9 _____	_____	_____

## PATTERN RELATION GRAPH

