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Essay 2

Lens 82: The Lens of Economy is about the game’s economy through collecting resources and using those resources to purchase buildings. This lens is rather important in our game because it is all about collecting the resources needed to build your city. How many resources a player can get from the Match 3 part of the rounds can determine how interested the player can be in the game overtime. If the resources are slow to get then it will feel grindy and make the player get bored quickly. However, if they get resources too fast then the game will end too quickly and the player could never get the sense of progress because it is started and finished too quick. The costs for buildings will have to be somewhere in the middle and compensate for the upgrades that they give when they are built. When the upgrade are brought in it will then be a matter of whether we would want the costs become a liner feeling of purchasing or gradually take more rounds to accumulate the required resources. And then there is resources that would have to be used to supply the people of the city to keep them happy.

Lens 55: The Lens of Visible Progress is how the player is shown that they are making progress in a game. In our game that would be the city itself. The end goal will be the player will have to build the final building of their city which will require the rest of the other buildings to also be built due to us using a tier tree for what buildings are available to purchase. The city will grow, showing the player that they are progressing through the game. The player will also see that their city is growing when they notice that the number of moves that they have available each round during the Match 3 parts increase as the number of buildings increase in the city. The amount of resources that the player will get each round will also increase as more buildings are built that will each provide bonus resources for each block they match.

Lens 74: The Lens of Obstacle is about giving your players something to stand in their way of the goal. For our game that would be having to please the people of your city each round. If you don’t satisfy their needs then you will lose valuable moves for the Match 3 as people become disappointed with you and refuse to work. This will greatly impact how fast the player is able to get to the main goal. It will take resources from what the player can otherwise spend on purchasing new buildings. Without this feature then the player will pretty much be repeating the same exact thing over and over for each game. Another feature to make it more randomized and require more planning when they are gathering resources in the Match 3 section is random city events. These could range from disasters or special events that the city has and will require more resources. The city will tell the player of that special event before they enter the Match 3 section so that they know that they will need to acquire more than the usual amount of resources.

Lens 75: The Lens of Simplicity and Transcendence is about making the game a good balance of simplicity and complication. Because this game is going to be a casual game that anybody can play, it must be rather simple. The Match 3 part on mobile uses the usual swiping controls that almost everyone knows and loves and the PC version uses its own form of swiping. You click and hold and just slide the cursor in the direction that you want to swipe. I found this to be incredibly fluid and easy to do. It doesn’t require the player to drag and drop a certain way or more than one click to select the object and select the spot to move. As for the city part of the game, it is pretty much a menu with the ability to move the camera around to look around. The options that you have for purchasing buildings will be visible.

Lens 82: The Lens of Collusion is putting characters in the game that will impact the player’s experience. The NPCs that would be walking around the city will act as these characters. They will serve no gameplay purpose but will help the player see that their city is alive. The amount of people at the start will be either low or none and as the player start purchasing more buildings then people will start showing up. So, as the city becomes bigger the amount of people will increase until it looks like a populated city. This would give the player a good feeling as they watch the NPCs moving around, living their lives.

Lens 90: The Lens of Status is a way to show the player their status in the game. This will be using the people of the city as well. They will show their status towards you by how many moves you have available each round in the Match 3 part. When you don’t satisfy their needs well enough then the player’s max number of moves will decrease showing their people being unhappy and refusing to work for the player. If the player wants to get to the end goal as quickly as possible then they will need to keep their people happy. A way to show it graphically would be to show some of the NPCs in the city sitting around doing nothing or protesting to show that the player isn’t doing very good at keeping them happy.