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**Essay One**

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The game that we are making is a match 3 style game. The match 3 rounds are going to be you collecting resources like wood and gold that you can use to build structures in the upgrade menu between each round. The structures will provide some upgrades to further improve how you collect resources. If there is enough time there was also going to be a part 2 where you would have to train troops for your army in part 1 and move them to a target to attack. The match 3 in that mode would switch from collecting resources to making actions that will move and supply your army.

The first lens that I have thought about is Lens #21: The Lens of Flow. The goals in this game is still to be determined ultimately, but if we implement part 2 then the end goal would be beat the target that you are moving towards. Part 1 currently only has building a town. The goal of building your town will be clear enough for the player that once they are first taken to the menu they should right away realize what they need to do which is collecting resources that they have already seen after the first match 3 round and select an upgrade whose description will be made simple enough for them to understand. As of right now there is mainly simpler upgrades like more of a resource per block collected. The second part would again be simple because there will also be a visual representation at the top of your army moving forward as they make it to their target.

Another lens that I’ve thought about was Lens #27: The Lens of Time. This kind of game requires a time limit. It would be fun in my head if it was endless and defeats the purpose of getting a high score because it would never stop. You could even not get the final upgrade and really make I endless. The time limits for each match 3 rounds will be a move counter. It will make the player must think what moves to make to get the most out of each move as well as marking the end of each round. Part 1’s match 3 rounds will have this time limit to end each round, but part 2 wouldn’t be round based. Instead it will be one big round where the time limit will be getting your army to the target before their needs get too low and kill them off.

Lens #46: The lens of Reward is another one that I have thought about. The rewards will be in different forms. One being the upgrades that you get, another being a score at the end, and the last being actually getting to the end. The upgrades will appear very satisfying to get as the game goes on. As you make matches and you see the points that you get increase with each match and wat as the total score rises quickly will be satisfying to watch. High score and skill score will be satisfying if your playing with others trying to beat their score. Having the desire of the satisfaction of beating their friends will keep them coming back whenever they leap frog each other. The rewards above will be made very simple where they don’t need long descriptions to get the point across. They are, as of now, only simple, straight forward rewards that will just give you more points for each match.

The next lens, Lens #43: The Lens of Competition, is mostly using the scores. Having a high score alone will create the desire to beat your friends or others online. Having a skill score will be the same thing, but make it that much more satisfying when its higher than others because you would know that you can get a better score more often. I’ve seen and witnessed this creating encouragement in people to keep coming back because people are big with competition. Even if it’s a simple game like this, I feel that there should be some sort of competition. It’s simply human nature to compete.

Lens #36: The Lens of Chance, has been one that I’ve been mostly worried about. This game right now is spawning new blocks at random which isn’t all that bad at first glance. However, I’ve been thinking of the possibility of going solely with chance could risk the player running into situations where there is no possible moves that they could make just because they were given the wrong blocks at random. I have 2 main solutions to this, with one being significantly more difficult than the other. We have an upgrade system so we could use new abilities to combat this chance like giving the player the ability to move blocks in a way to allow moves that would otherwise be illegal. The more challenging way would be to come up with a clever way to know what blocks to spawn that would keep the player in the game while at the same time not give them match after match and not encouraging planning.

The final lens that I have is Lens #51: The Lens of Imagination. The player should understand that they are collecting resources in the match 3 rounds to build up a town. With the second part being to train up an army and move them forward to a target. Making it obvious which shouldn’t be too difficult that the blocks they are matching are resources that they are collecting will help steer their imagination of building a town. Having the move counter represent something like worker exhaustion for that day (round) will further help the imagination greatly. The upgrade menu will have the town in the background. As you progress and build more buildings then more people could become visible to show a growing town. Another way to make the town appear active would be to add phases of a building under construction each turn. To build a building, you would place a foundation on that turn and then the next turn you could put more of your resources in to build it up more until the construction reaches its total cost and become complete.