The first lens I want to talk about for our game is the lens of goals. The first question this lens asks is what is the ultimate goal of my game? The ultimate goal is for the player to build the complete city. Is the goal clear to the players? It is not explicitly written out for the player but it is a major part of the game where you can see actual progress and expansion as you progress in the game. If there is a series of goals, do the players understand that? There are the smaller goals of collecting the resources needed to purchase the buildings. Are the goals related to each other in a meaningful way? You collect resources the purchase buildings and the ultimate goal is to purchase every building. Are my goals concrete, achievable and rewarding? The goals are not explicitly told to the player so they are not very concrete but they are achievable and you get bonuses in game with the more progress you make in building the city. Do I have good balance of short and long term goals? Short term is to collect resources and long term is to build the city. Do players have a chance to decide their own goals? Yes, the goals of the game are only implied but never explicitly told to the player so they can make their own goals if they would like to.

The second lens is the lens of meaningful choices. What choices am I asking the players to make? The player gets to choose which building they would like to build and when they would like to build it. Are the meaningful? How? Yes, different buildings give the player different bonuses so that gives meaning to choices. Am I giving the player the right number of choices? Would more make them feel more powerful? Would fewer make the game clearer? The choices are different building options so giving them more would make them more powerful because they would have more bonuses but it would also make the game longer to beat as they would have more building needed to complete the city. Are there any dominant strategies in my game? Some buildings give more bonuses so building those first would be the best strategy.

The third lens is the lens of reward. What rewards is my game giving out now? Can it give out others as well? The resources are the rewards you get during the match 3 and the bonuses are the rewards you get for the buildings. At some point we would like to add a citizen happiness meter that will raise when you collect enough resources during the match 3 but will lower if you don’t. If we add that, you will be rewarded with extra turns during match 3 depending on how high the meter is. Are players excited when they get rewards in my game, or are they bored by them? Why? The players might get bored after a while because the rewards don’t make any major changes to how the game plays. Getting a reward you don’t understand is like getting no reward at all. Do my players understand their rewards? The game will show the players their rewards when they get them. Are the rewards my game gives out too regular? Can they be given out in a more variable way? The player gets rewarded every time they play the match 3 part of the game. How are my rewards related to one another? Is there a way they could be better connected? You get rewards for the match 3, spend those rewards to get building which give you more rewards while you play the match 3.how are my rewards building? Too fast, too slow, just right? You get rewards as quickly as you want because it is based on the match 3. We haven’t gotten to the point of a full playtest yet so we are unsure about how easy it will be to buy building with those resources but that will be easy to fix if it is too quick or too slow.

The fourth lens is the lens of economy. How can my players earn money? Should there be other ways? The players earn resources after they play the match 3 part of the game. What can my players buy? Why? The players can buy buildings because the building will give them bonus resources during the match 3. Is money too easy to get? Too hard? How can I change this? The resources are easy to get but the buildings will cost an amount where you will not be able to buy everything after a couple rounds of the match 3. Are choices about earning and spending meaningful ones? Yes, the player has to choose what building they would like to spend their resources on based on what rewards they are given for it. Is a universal currency a good idea in my game or should there be specialized currencies? There are currently 4 different resources that the player could get and different resources will be required for different buildings.

The fifth lens is the lens of visible progress. What does it mean to make progress in my game? You make progress by building more buildings. Is there enough progress in my game? Is there a way I can add more interim steps of progressive success? We haven’t had a full playtest yet but if there is not enough progress, we can add more buildings. What progress is visible, and what progress is hidden? Can I find a way to reveal what is hidden? Building the town is visible progress because you can see it expanding.

The sixth lens is the lens of freedom. When do my players have freedom of action? Do they feel free at these times? The player has freedom when they choose which buildings they want to build. They feel free because they can do what they want. When are they constrained? Do they feel constrained at these times? They are constrained during the match 3 because there are not a lot of moves that they can do. Are there any places I can let them feel more free than they do now? There is not much we can change about the match 3. Are there any places where they are overwhelmed by too much freedom? The player should not feel too overwhelmed with freedom because there are tiers of buildings so they don’t have every choice right from the start.