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**The Lens of Challenge**

Looking at our game through this lens has us examining what challenges, in terms of complexity, difficulty, and amount, are present in the game. In general the challenges in this game are that the player has to play a match 3 game to gather the resources to build a town, which in turn helps to gather more resources at a quicker rate. The challenge in the game is present in the match 3 side of the game as the players attempt to clear the board of colored background spaces before the time is up. The challenge will start easy and then increase in difficulty. The increase in difficulty will be conveyed by the area that needs to be cleared in each level increasing. Also by the shape of the board changing between levels, creating areas that will become more difficult to clear. This will also lend itself to adding some variety to the challenges as these areas and shapes will change from level to level.

**The Lens of Skill**

Using the lens of skill we can see that this game’s element of skill comes from being able to find and match the game elements to form groups of 3 or more to clear the board and collect resources in the allotted time. These skills will create the experience that we are aiming for, which is an atmosphere of somewhat fast paced pattern recognition. With a decent amount of time the player should not feel too overwhelmed or rushed when playing the game. While some players may be faster or find it easier to recognize matches on the board we feel that with proper balance of the time given to the player most players should feel comfortable with the game and allow them to play at an even pace. With continued play, players should see some improvement to their skill at recognizing and completing matches in the game.

**The Lens of Goals**

With this lens we can see that there is one overarching goal to the game, and that is to build your town. To do this though the player will need to complete shorter term goals. These being to hit resource amount goals to construct buildings and to complete certain achievements in the game to populate the town with citizens. In addition to that the player will need to hit their goals of clearing each board in the time allotted to collect their resources to make progress on the larger goals. Viewing the goals of this game from the shorter goals to the longer term goals you can see that they build up upon each other in such a way that the shorter term goal leads directly into the mid game goal, which in turn leads directly into the long term goal of the game. While the player does not get to determine their own goals per say in the game, they do get to decide which building to work towards when presented with their options of buildings. This should lead the player to feeling like the game is not just a linear path of goals to be achieved and give the player a sense of agency in what they are working towards while still being constraining enough to keep the player on the path of completing the overall goal of the game. This will also help to give the player a sense of breaking up the goals and time they are spending on the game.

**The Lens of Dynamic State**

The objects in this game are the resource objects and the buildings. The resource objects will be worth a set amount of points that will be increased by the amount that are cleared at once and by the buildings that are built. The buildings will have two states built or unbuilt, built buildings will be visible to the player and will give bonuses to the resource objects worth. Unbuilt buildings will be hidden from the player and will not affect any other objects. When a player has enough resources to build a building then the player will be able to build it activating the building so that it will be visible and supplying a bonus to the resource objects, making the building have the built condition. The resource objects will be at rest on the board, then with a click and drag they will move. If this puts them into a group with 3 or more other resource objects they will be destroyed and then the player will be awarded points and resources depending on the amount of the resource objects destroyed at once. In the case of the buildings any built buildings will be visible and the player will be able to see them and see that the bonus is being applied to their matches. Any unbuilt buildings, the player will know that they can be built but will be unable to see them until they have enough resources to build them.

**The Lens of the Toy**

Looking at the game, if you take out the town building part of it then I think that people would still want to play it. I believe that it would still provide a fun experience to a player with the changes to the layout of the levels and that layout of the area that needs to be cleared in each level. Also, the increase in difficulty in the levels as the shape of the levels change will add to the enjoyment of that game as this would present challenges to clearing each level as the player’s progress. I think that when a player sees the match 3 portion of the game they will want to interact with it. It will seem like a puzzle that needs to be solved, or just out of the enjoyment of moving the pieces around on the board to clear out sections of the board.

**The Lens of Eight Filters**

This is a good lens to end on as it gives eight (sometimes more) key questions that should be asked and be able to be answered about a game when you are designing and implementing it.

1. Does the game feel right? This game does feel right, it will flow easily from a resource collecting match 3 game to an easy to navigate and use town building phase.
2. Will the intended audience like this game enough? This game is aimed mostly at casual gamers, as it is a relatively light puzzle game, with the time limit giving it sense of agency during the match 3 levels. There should be enough variance with the level and the area that needs to be cleared to keep the players attention and challenge them enough to want to continue to play to the next level.
3. In this a well-designed game? As this game is based off of a previously released title, and that it is mostly a reskin of it with a few tweaks to make it our own the balance in the game is pretty good. With changing the theme to a medieval one this should provide an interesting area to play in visually.
4. Is this game novel enough? Going back to the last answer, as this is based off of a previously released title many of the mechanics have been seen before. However, basing the game in a medieval setting should provide a novel enough approach to this game to make it interesting for the player.
5. Will the game sell? As this does not seem to be a completely oversaturated market corner and since this is based of a game that did reasonably well, this game should find a place to call its own in the market.
6. Is it technically possible to build this game? Yes, as it is based, mechanically, off of another title implementing the game should not pose a significant problem. Aesthetically speaking, the game will be slightly more difficult until we get our designs finalized.
7. Does this game meet our social and community goals? As a single player game socially it will probably not have a huge impact. Community wise, there will probably not be a large following for strategy in the game outside of possibly what to build when to best help expedite resource collection.
8. Do the playtesters enjoy the game enough? As our game is not implemented yet, no the playtesters do not yet. However the game that we based it off of has gotten ok reviews so that should count for something.