| NAME: | | | | CLA | \SS: | | DATE: | | | |
|--|--------------------------|-----------------------|----------------------|---|----------------------|---------------|--------------|-----------------|--------------|--|
| Dat Cama | A | aia Cm | - | \ \ | امدادما | t f | • | | | |
| D21 Game for the following cate | _ | • | | | | | | lame of t | he Game) | |
| or the johowing each | egories, mark | where the g | | | Forma | | estions (1 | tarre or c | ie dairie) | |
| Single Player | ı | | | | | | | ı | Multipla | |
| Describe the player | format for th | is game. Car | ı it vary? Exp | olain: | | | <u> </u> | <u> </u> | | |
| | | | | | | | | | | |
| | | W | Vork Wi | th or | Agains | t Othei | 's | | | |
| Cooperative | | | | | | | | | Competit | |
| Describe the level o | f cooperation | or competit | tion that exi | sts in this | game | | | | | |
| | | | | | | | | | | |
| If you had to chang | e something | regarding th | e cooperatic | on / compe | etition in th | is game, wł | nat would yo | u do? | | |
| | | | | | | | | | | |
| | | | Gar | ne Pro | ogress | ion | | | | |
| Turn-Based Game | | | | Simult | aneous | | | | Real-Tii | |
| Describe how game | progression | occurs in thi | s game: | | | | | | | |
| | | | | | | | | | | |
| If you had to chang | e something I | regarding th | e game prog | ression in | this game, | what woul | d you do? W | hy? | | |
| | | | | | | | | | | |
| | | | Stra | itegy v | vs. Cha | nce | | | | |
| Strategy (mental & | physical) | | | | | | | | Char | |
| Which is more impo | ortant in this g | game: Menta | ıl skills or Ph | ıysical skil | l ls? Explain | | | | | |
| What about strate g | v versus cha r | nce? Describe | e how these | plav out. / | Are thev ba | lanced? If n | ot, which ha | s a bigger infl | uence? | |
| | ,, = === ==== | | | , | | , · · | , | <i>30</i>)• | | |
| If you had to chang | e something | regarding st i | rategy vs. ch | nance in th | nis game, w | hat would y | ou do? Why | ? | | |
| | | | | | | | | | | |
| | | | | | | | | | | |