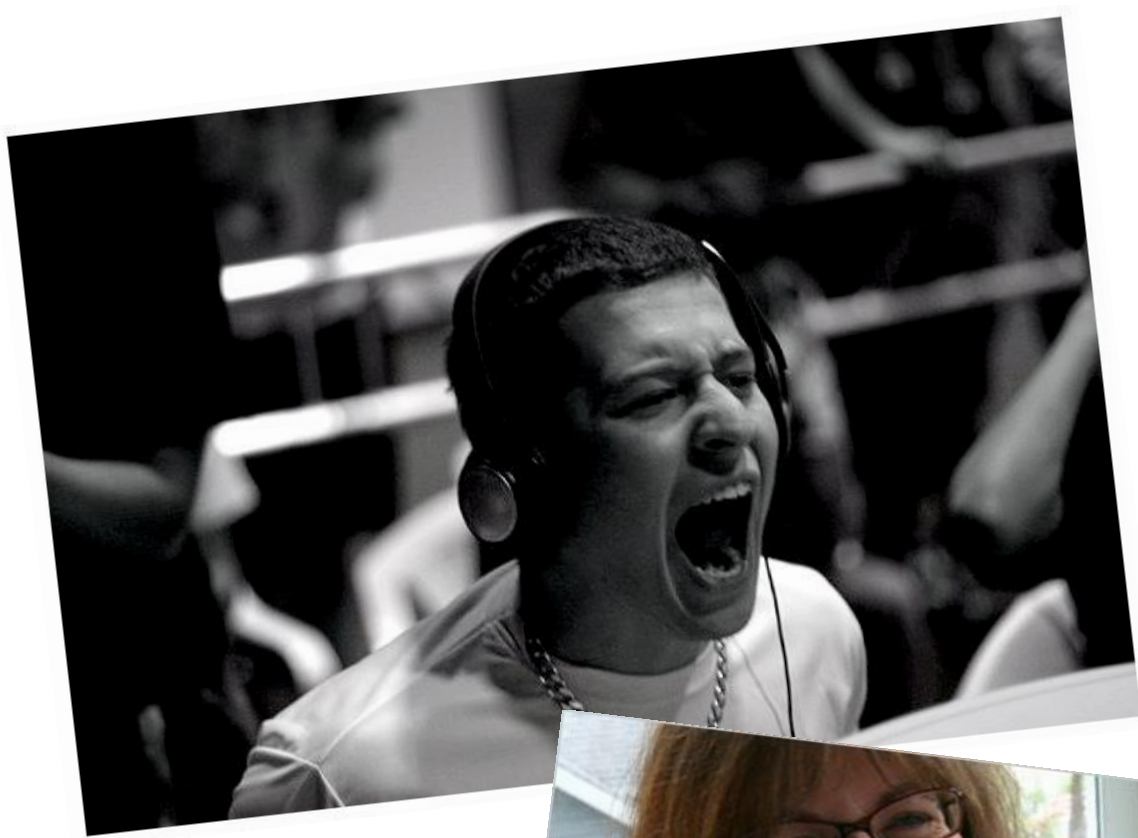
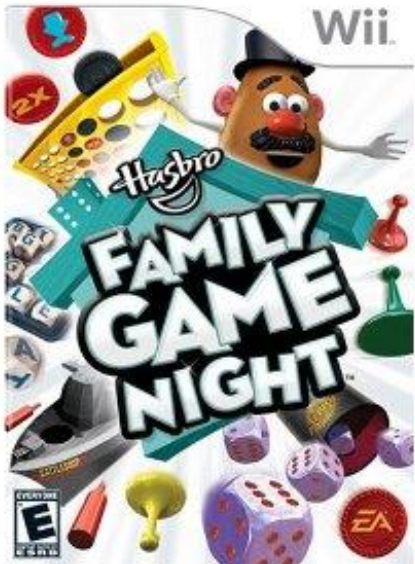


Something ~~NOT SO~~ Awesome
or

Casual, Gamer, and Hardcore:
An analysis of player engagement









- **CASUAL**
- **GAMER**
- **HARDCORE**



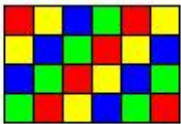
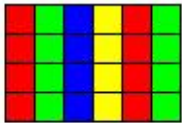
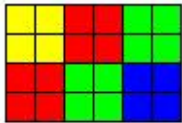
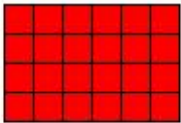
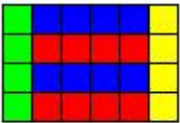
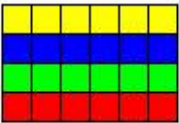
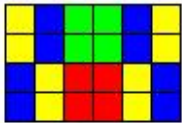
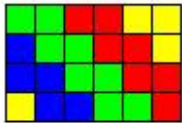
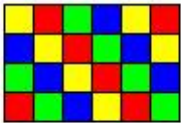
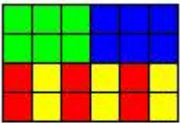
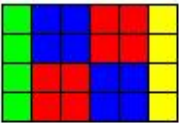


Chain Reactions

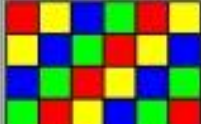
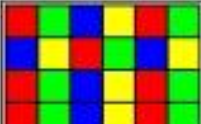
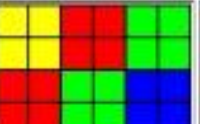

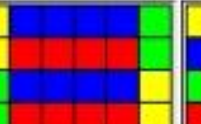
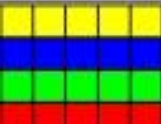
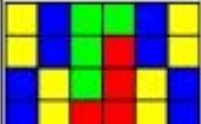
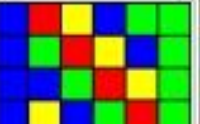
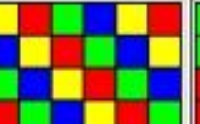
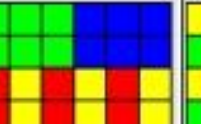
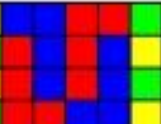
When Gems and Crash Gems are strategically placed, it's possible to set off a Chain Reaction. There are many ways to create a Chain Reaction. One way is to destroy a gem that is sandwiched vertically between a Crash Gem, and a normal Gem of the same color. In the example below, dropping a red Crash Gem on the row of red Gems will cause the red Gems to be destroyed. In the process, the blue Crash Gem will fall onto the bottom blue Gems and destroy them, creating a chain. Chain Reactions are a common occurrence when using Rainbow Gems in a crowded play field.



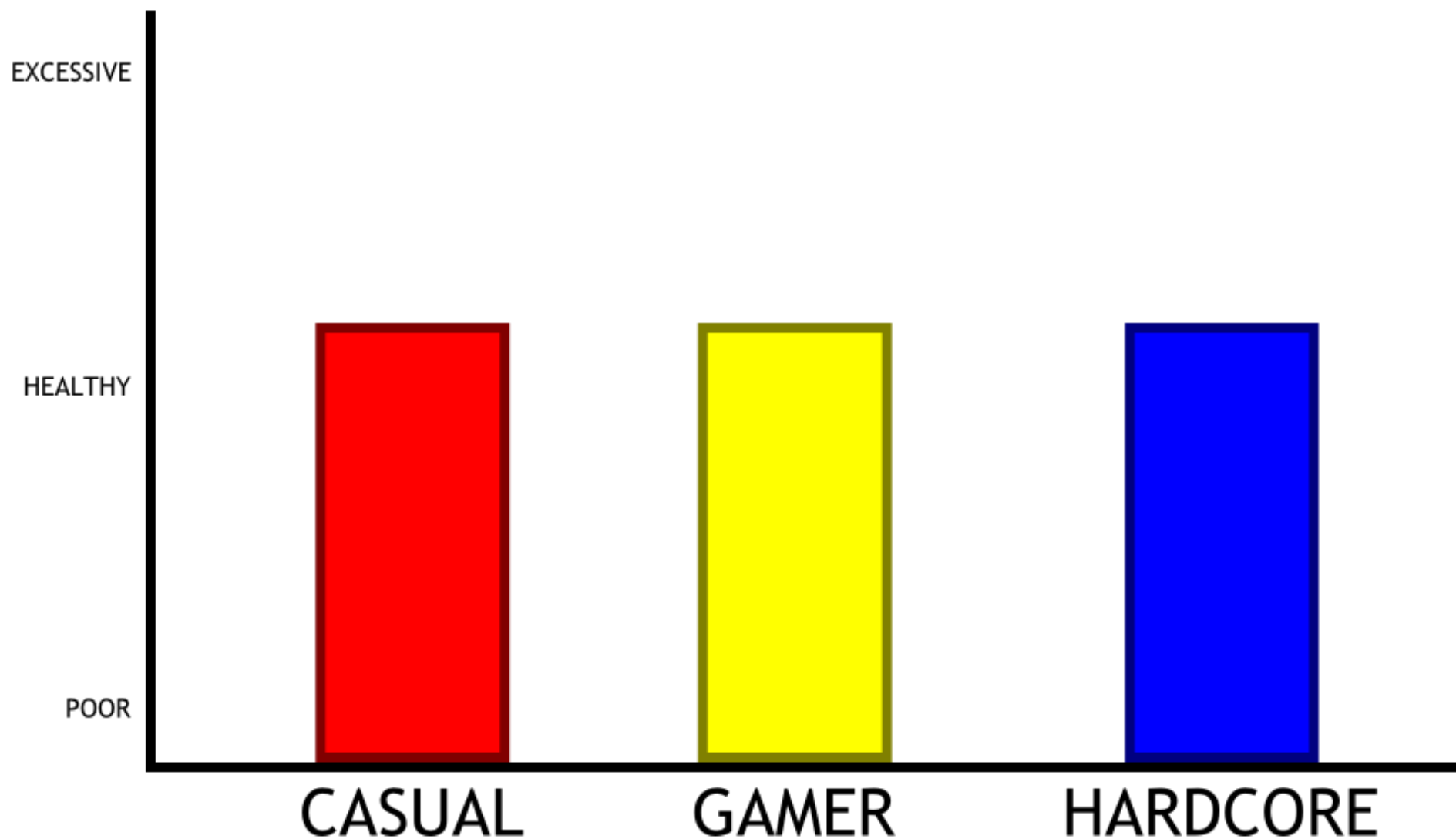
Drop Patterns from the original Puzzle Fighter

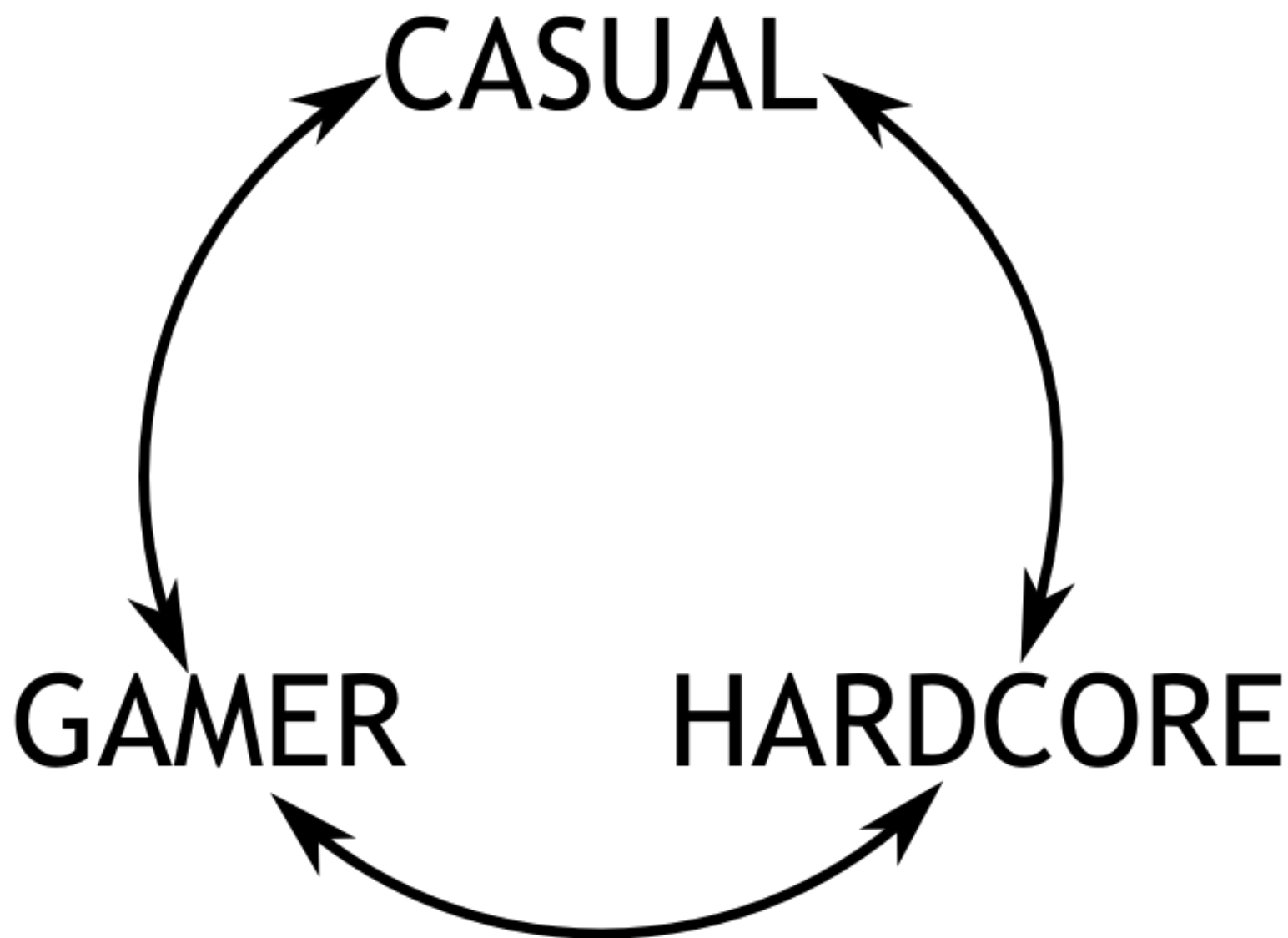
		 Akuma (deals 70%)		
 Ryu	 Chun Li	 Dan	 Sakura	 Ken
 Morrigan	 Hsien-Ko	 Devilot (deals 70%)	 Donovan	 Felicia

New, Rebalanced Puzzle Fighter Drop Patterns

		 Akuma (deals 100% takes 120%)		
 Ryu	 Chun Li (deals 120%)	 Dan	 Sakura	 Ken
 Morrigan	 Hsien-Ko	 Devilot (deals 85%)	 Donovan	 Felicia

"GOOD GAME"





CASUAL

- Clarity of Concept
 - What is the game's objective?
 - How easy is it to accomplish the game's objective?

GAMER

- Skill Improvement





00000000 41000
x02

PRESS START BUTTON

STAGE: 3A

RETURN

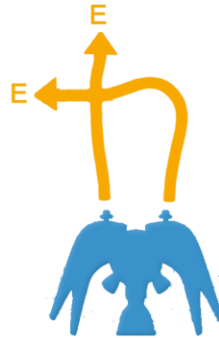
2521 A.D 7.13. 10:50

descent point: the suburbs y5-ward.

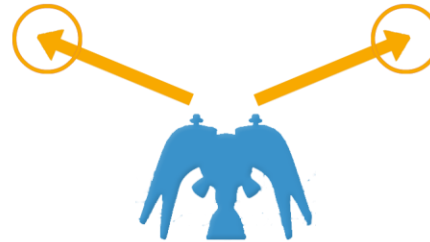
Vulcan



Homing



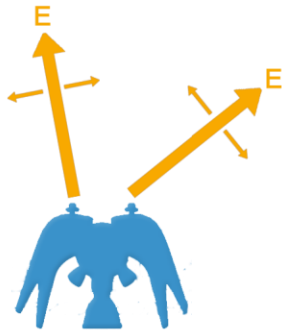
Spread



Radiant Sword



Homing Plasma



Black Wide



Homing Spread



Légende :

- E : ennemis ciblés
- : direction des tirs
- ⊙ : dégats de zone

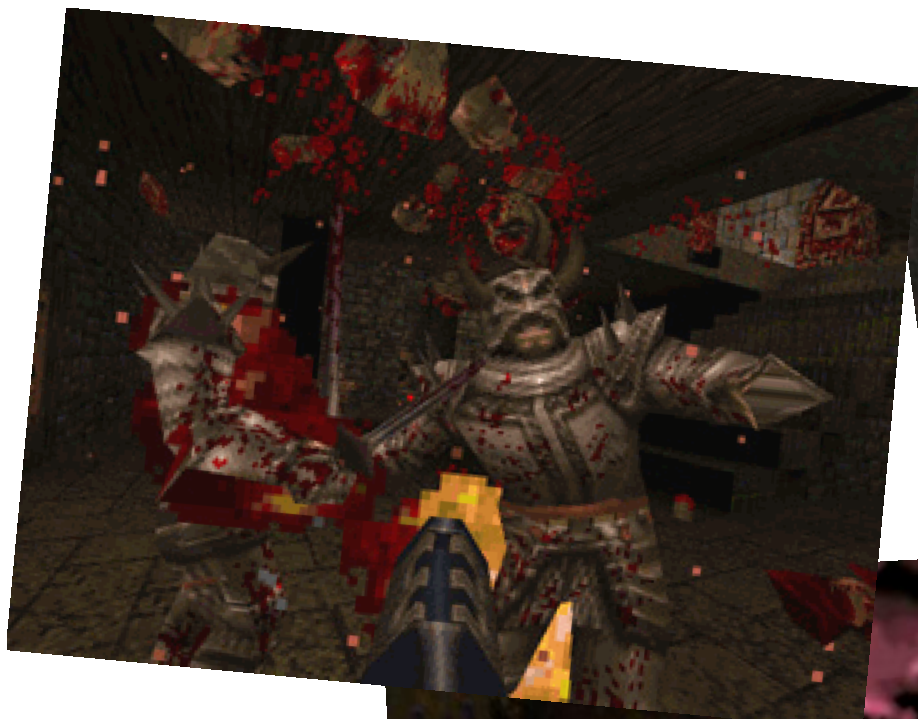


RADIANT SILVERGUN CHAINING



Q U A K E

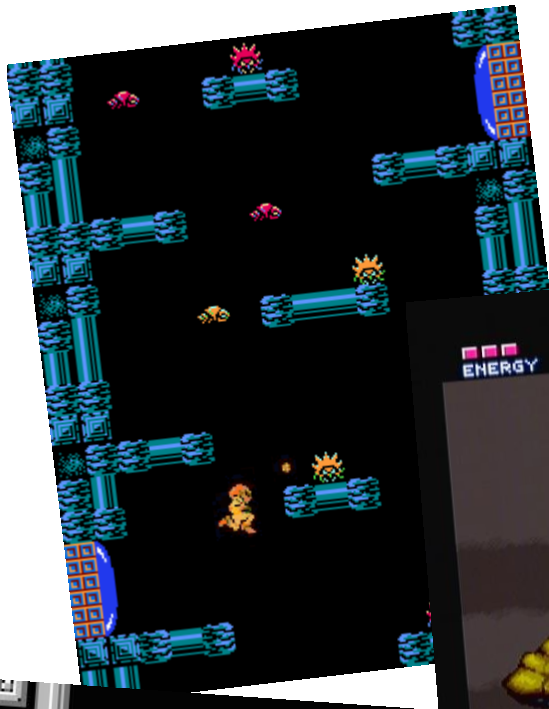


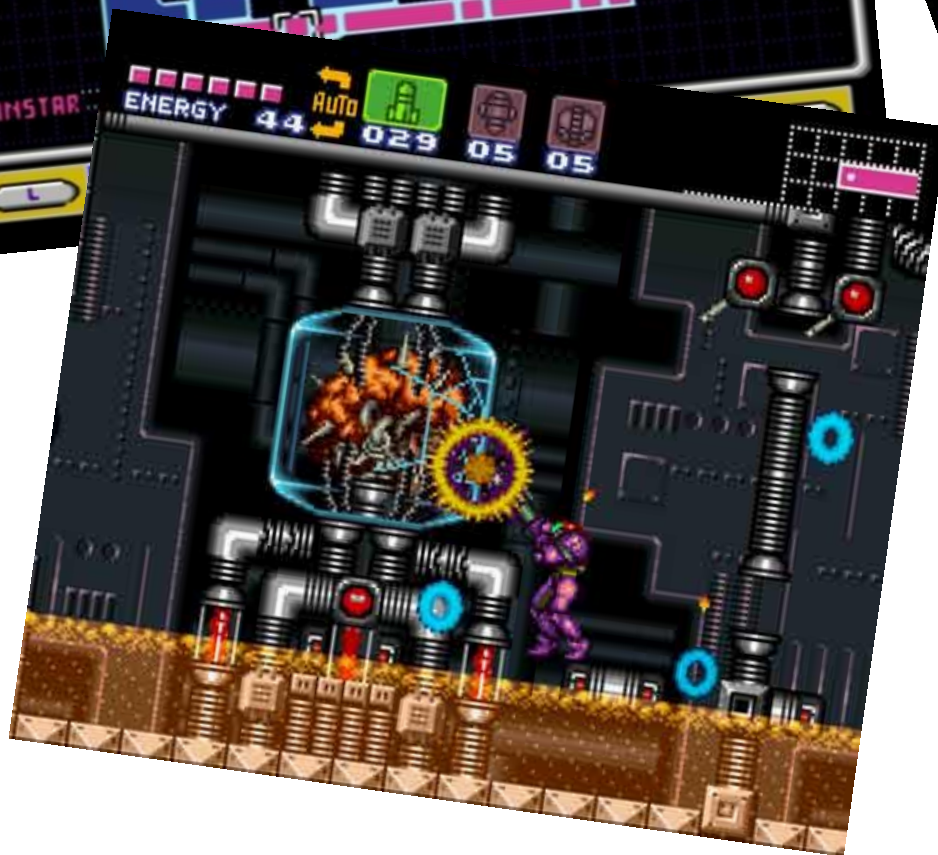
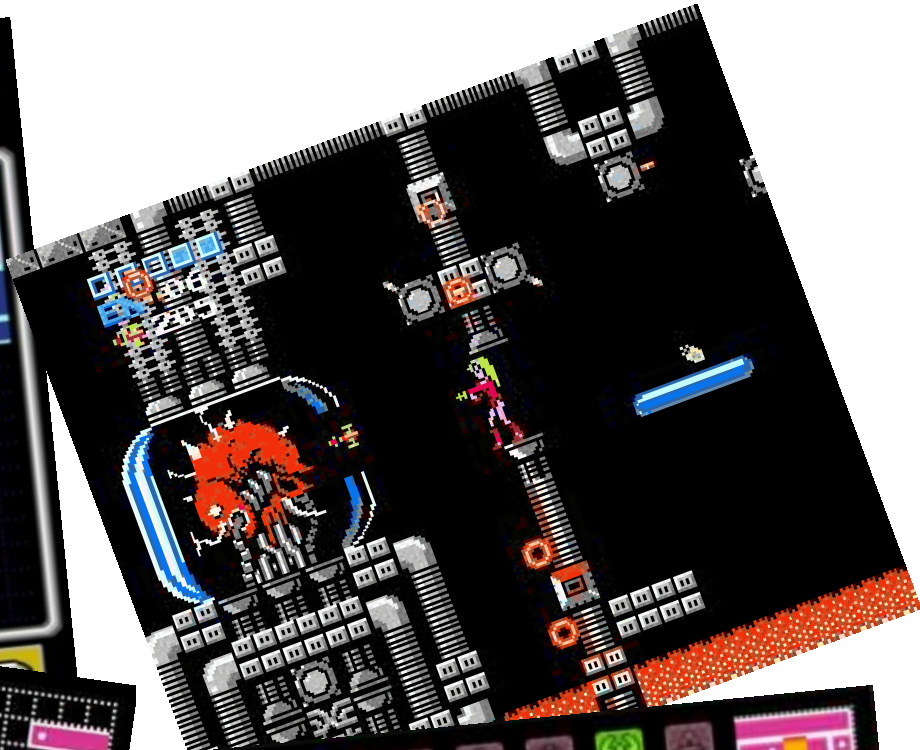


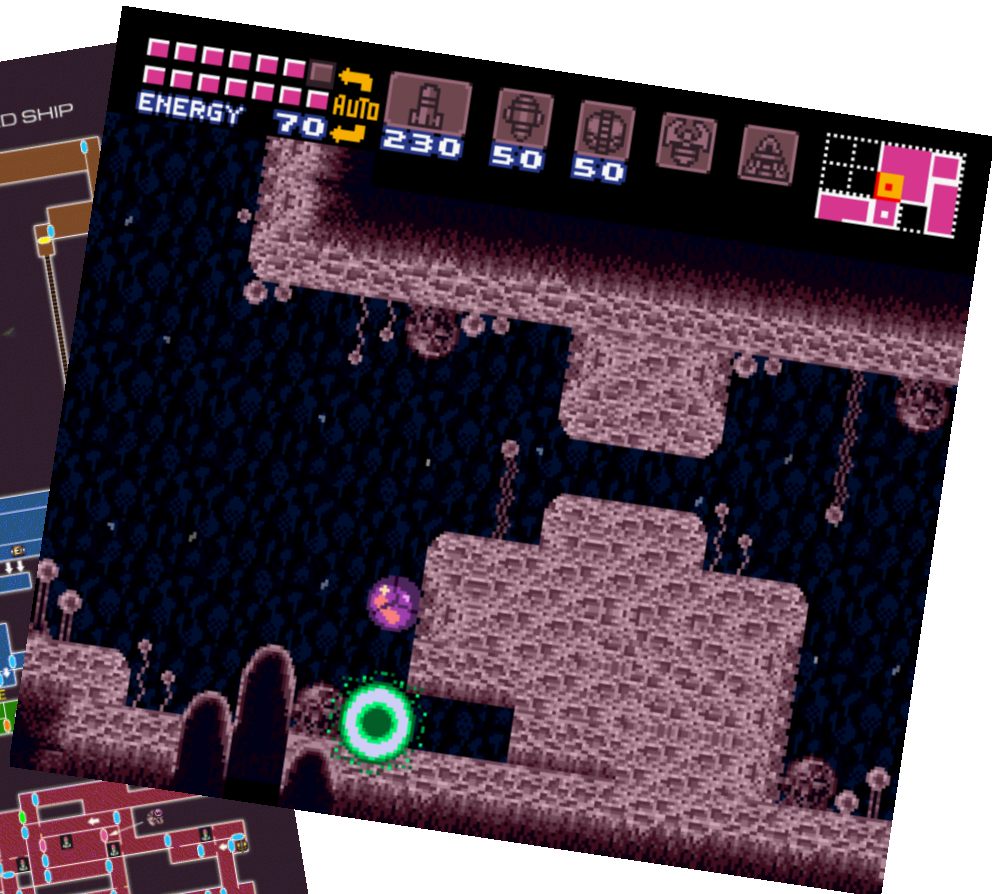
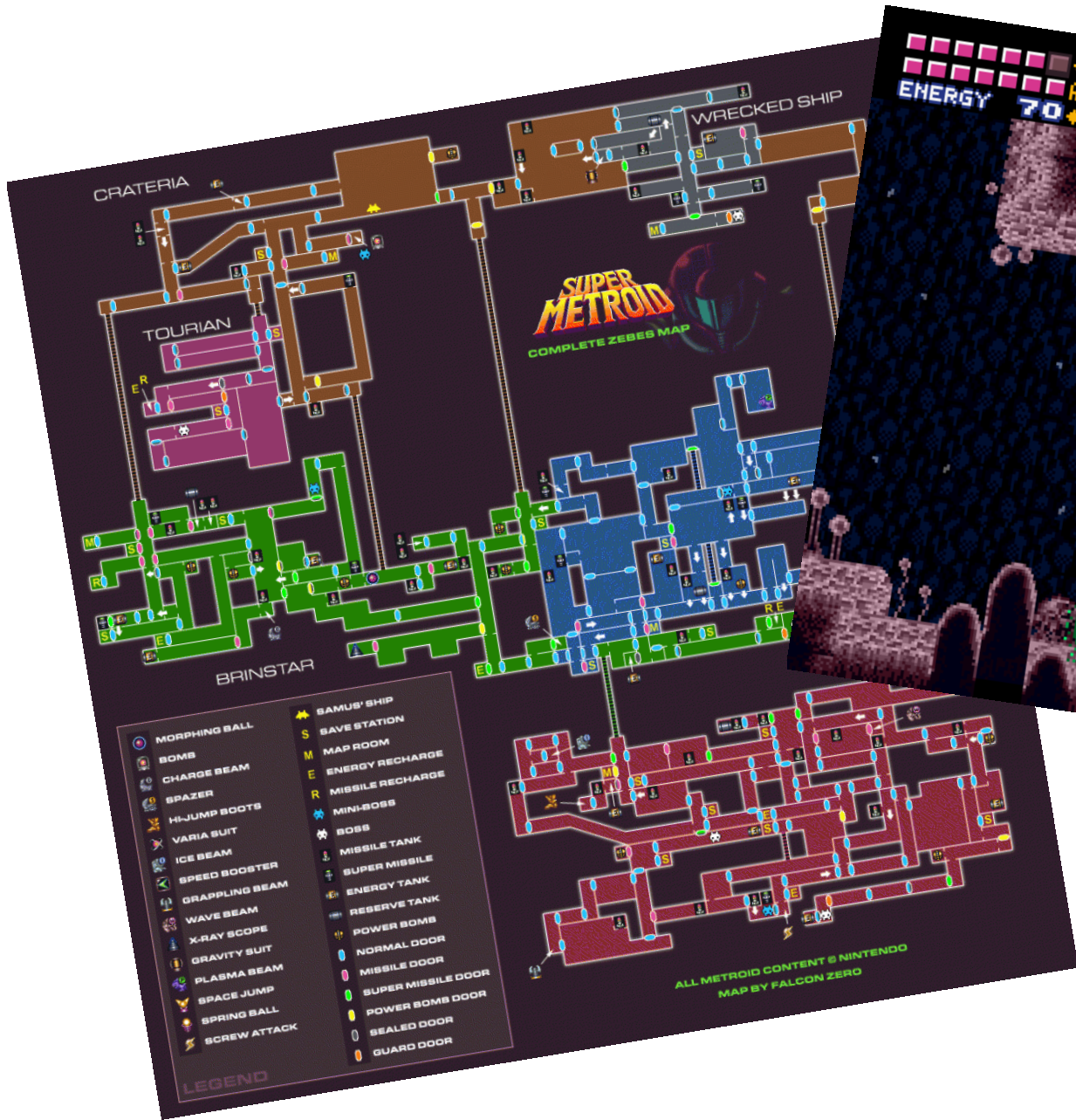
QUAKE SPEED RUNS











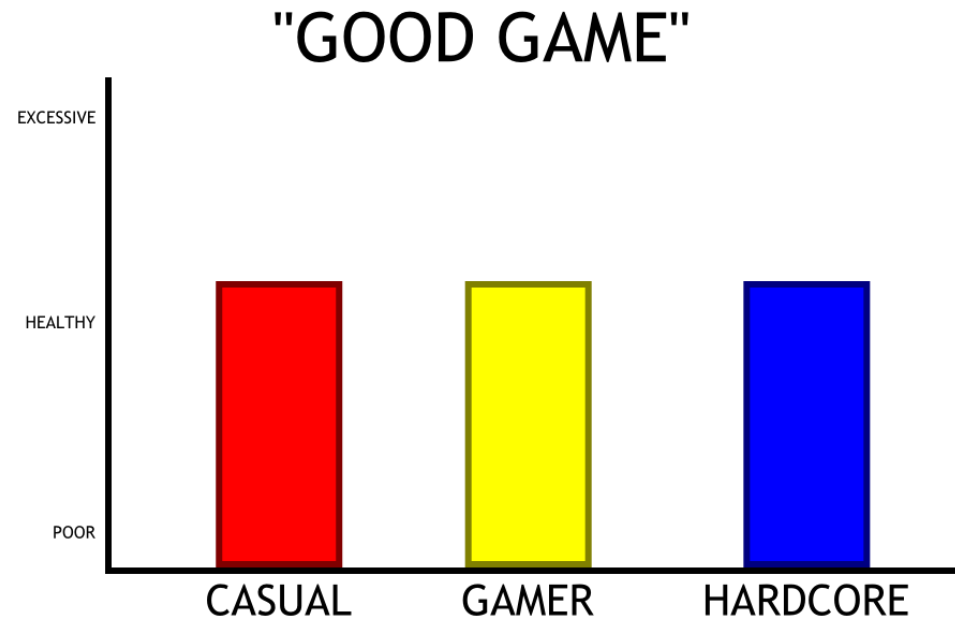
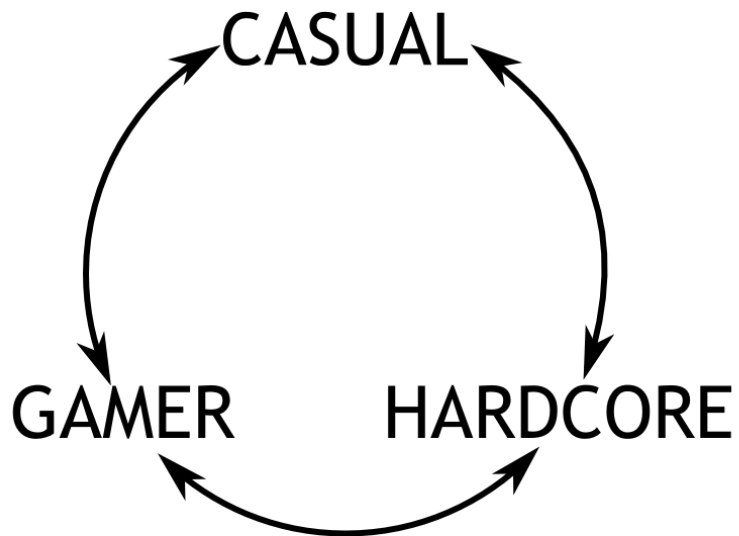
METROID SEQUENCE BREAKS



APPLICATION

- Casual – Clarity of Concept
- Gamer – Skill Improvement
- Hardcore – Knowledge Building

CONCLUSION



THANK YOU!