Game ANALYSIS

Different Types of Game Formats

Strategy, puzzle, horror, simulation, action…

Analysis of a game

Choose a game you know well and answer these questions…

* What is the style of the game?

It’s a 2d open world roguelike sandbox game it can also be qualified as boss rush game type as well

* Do you like or dislike the art in the game?

The art is very good in my opinion the style really fits the 2d aspect, the art style is pixel art

* How does a person play this game? (Is it console or pc? Does it use a controller or joystick, or keyboard and mouse?)

It is both console and pc so it can used with both a controller and a mouse and keyboard although the pc version is a few updates ahead of the console version

Roles & Responsibilities

Research online and answer the following questions…

* What are some of the Job roles within the gaming sector.

Games programmer, games tester, games designer, video game music producer

* What are the responsibilities within these job roles?

The games programmer is in charge of the games code and creating code, the games tester tests the game for bugs and glitches and reports back so they can get fixed, a games designer is usually to do with creating art for the game such as backgrounds characters etc.. and a video game music producer creates music for the games such as creating music that would fit a boss fight or certain environments

BIBLIOGRAPHY

Include links to all your research here, all the websites you’ve looked at, the YouTube clips you’ve watched, even books and bogs you’ve explored, copy and paste the hyperlink below…