Games Analysis-

Minecraft-The purpose of the game is to build, explore and survive.

Why is it good?

Is a mildly violent game that can teach kids teamwork and problem-solving skills. You can play and interact with people online and with friends. The game is addicting as the player has a lot of freedom due to it being a sandbox game. The player can also modify the game to create new gameplays.

Why it is bad?

There are no particularly set goals the player has to follow as you can go anywhere in the game and do anything you want making the game endless which makes it difficult for children to quit playing.

Roles-

Minecraft is a block game so a texture artist is needed to give the game the visuals. A programmer is needed to code things like how many mobs needed to be spawned. Animators are needed to bring the game to life and add colour. A sound engineer is needed to add sound to the things such as the mobs and animals in Minecraft as it makes the game have a more immersive experience. A tester is need to play the game to see if there are any bugs which can be fixed before the release of the game. An artist is needed to create game art. The publisher helps to support the development of the game by giving money upfront to make the game. The game is then advertised by an advertiser so people know it exists.

Programmer roles-

Physics-

Graphics-

Sound-

Gameplay-

Scripting-

UI-

AI-

Input processing-

Network communications-

Reviews-