First Person Perspective Game Analysis

1. Read the lecture notes on First Person Perspective games.

2. Choose to play one game that falls under the following general kinds of FPP games. If you are not sure that the game you have selected meets the criteria for the type of FPP games listed, check with your instructor.

3. Use the criteria listed under each type to create a document that meets this assignment.

4. Submit this assignment through Canvas.

First Person Shooter Games

Name of Game:
Platform used to play Game:

- How immersive is the First Person Perspective? Does the design of the game respect this player perspective by using sound and environment to make the player feel they are in the game?

- How does the game deal with player character identification? Does the game let the player “inhabit” and define their own character in the game? Does the game give the player a pre-defined character? How does the game define the game character if the player is not allowed to define their own character?

- How does the game focus the player's attention? Does the player still feel that they are controlling their game character when the focus mechanic is used?

- How does the player interact with NPC's? Does the player feel that these NPCs are having an actual interaction with the player?

- How does the game play? What kind of combat does the game present to the player? Can the player use cover and stealth to control the pace of combat?

- How do enemies react to the player? Are enemies predictable in their behavior during combat? Are there a variety of enemies? When the player respawns do the enemies behave in a predictable or unpredictable manner?

- What kind of game levels are used? Do the levels provide multiple paths through the level or is there a single way to proceed through a level? How much cover are there in levels and how does this cover affect the game combat play?

- What kind of weapons does the game allow the player to carry? Are their limits to the number and type of weapons the player can carry? How does the choice of weapons affect the way that the game can be played? Are weapons customizable? Do weapons degrade with use?

- How does the player manage health and other resources? Is health a resource that must be collected or is it auto generated? How easy or hard is health to acquire? How easy or hard is it to acquire other resources?
First Person Horror Games

Name of Game:
Platform used to play Game:

- How immersive is the First Person Perspective? Does the design of the game respect this player perspective by using sound and environment to make the player feel they are in the game?

- How does the game deal with player character identification? Does the game let the player “inhabit” and define their own character in the game? Does the game give the player a pre-defined character? How does the game define the game character if the player is not allowed to define their own character?

- How does the game focus the players attention? Does the player still feel that they are control of their game character when the focus mechanic is used?

- How does the player interact with NPC’s? Does the player feel that these NPCs are having an actual interaction with the player?

- How does the game control player movement and exploration through environmental design? Is the game world enclosed or open?

- How are the puzzles in the game part of the gameplay and horror elements? What purpose do the puzzles serve?

- Are the enemies and enemy encounters random or are they predictable? How does this affect the game horror experience?

- How is the game narrative introduced in the game? Does the game narrative enhance the game horror elements?

- What kinds of weapons or means of self-defense is the player given? Are these effective and how to they enhance the horror elements of the game?

- How does the player run from or avoid enemy encounters? How does such game mechanics enhance the horror experience?

- When are jump-scares used in the game? How effective are these and how are they used (or not used) to enhance the horror experience?
First Person Exploration Games
Name of Game:
Platform used to play Game:

- How immersive is the First Person Perspective? Does the design of the game respect this player perspective by using sound and environment to make the player feel they are in the game?
- How does the game deal with player character identification? Does the game let the player “inhabit” and define their own character in the game? Does the game give the player a pre-defined character? How does the game define the game character if the player is not allowed to define their own character?
- How does the game focus the players attention? Does the player still feel that they are control of their game character when the focus mechanic is used?
- How does the player interact with NPC’s? Does the player feel that these NPCs are having an actual interaction with the player?
- How does the game initially present the game narrative so the player understands why they are exploring the area?
- How does the game structure the environment so the player can explore and gather clues?
- How are puzzles distributed in the game and how do they relate to game environment and the game narrative?
- What motivates players to explore new areas and to solve puzzles?
- If puzzles are solved by exploring and gathering clues, how does the game help the player organize such clues?
- What visual or environmental cues does the game use to direct the players viewpoint to specific areas or items in the environment?
First Person Survival Games
Name of Game:
Platform used to play Game:

- How immersive is the First Person Perspective? Does the design of the game respect this player perspective by using sound and environment to make the player feel they are in the game?
- How does the game deal with player character identification? Does the game let the player “inhabit” and define their own character in the game? Does the game give the player a pre-defined character? How does the game define the game character if the player is not allowed to define their own character?
- How does the game focus the players attention? Does the player still feel that they are control of their game character when the focus mechanic is used?
- How does the player interact with NPC’s? Does the player feel that these NPCs are having an actual interaction with the player?
- How does the game initially present the game environment to the player so they understand how to explore?
- How does the game initially put the player into a Survival mindset so the player is motivated to start exploring and getting resources?
- How does the game present the player with short-term vs long-term survival goals?
- What kind of resource management system does the game have, does it provide enough information, and is it easy to use?
- What kind of crafting system does the game