JLC
JOHN LEGGOTT
COLLEGE
inspiring education
EST. 1968

#THIS
IS THE
PLACE.

SUMMER TASK

GAMES

2021

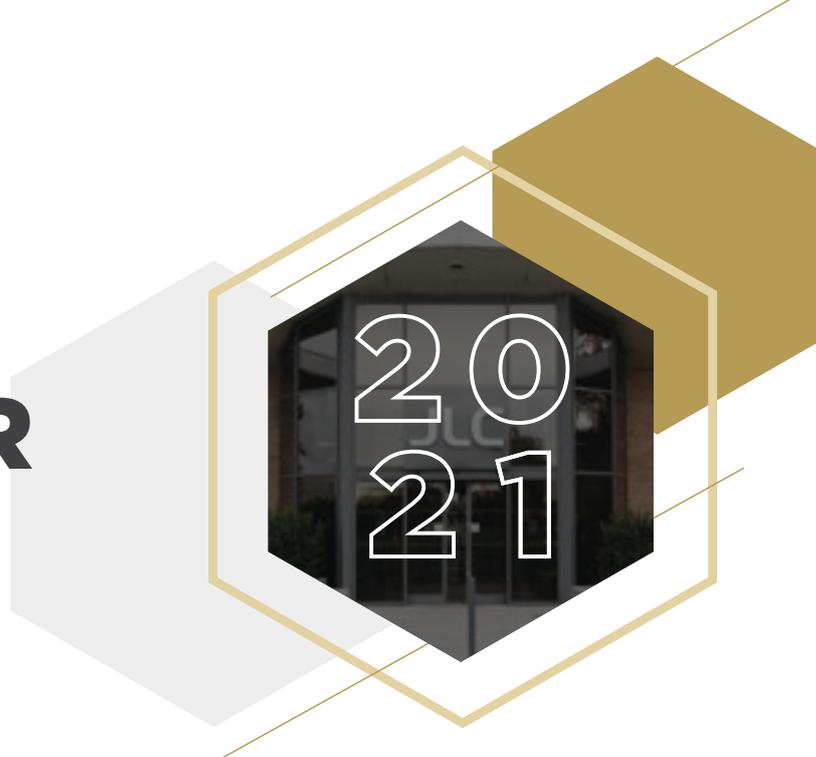
In preparation for year one, you have some work to do over the summer.

TASK

Produce a 600-800 word review on a game for any platform for GAMER magazine. . Your review must be aimed at people who read gaming magazines and you should include examples; specific features within the game & images to illustrate your points.

Make sure you include an introduction to what the game is about, a main body including detailed review of the visual style and game play, a final summary of the game's good/bad points and include a score (visuals, gameplay and overall game) for the game.

Think about if the game is fun or different (compared to other games of its type). Does it make you go back and play it again and again or spend lots of time (and money) on the game? Why/Why not?

You could also compare the game to some of its competitors in the same genre.:

Is it as good as the other game(s)? Choose some specific parts of the game to compare the visual style and gameplay: e.g avatar design & customisation, play modes, game world, game mechanics, weapons, levelling up system, etc

Some guidance on what to consider – you may need to research into these:

Visual Style

- The game world (terrain, architecture, objects) and how it is viewed (2D, 3D, first-person, third-person, scrolling, aerial, context-sensitive);
- The characters you play and non-playing characters (NPC);
- Feedback interface – HUD, menu screens. Are these helpful?

Gameplay

- How you play the game and the game modes available (interaction model, eg avatar, omnipresence; single player; multiplayer);
- The plot – what you have to do and why you are doing it,
- The rules, goals, challenges & rewards in the game – do these make you want to play more?
- Game mechanics (inventory, scoring, hazards, stealth, win conditions, etc);
- Difficulty & balance

More information on Visual Styles and Gameplay available at padlet.com/grencropper/unit72