

OBJECTIVE

understand game design 1.3

UNDERSTAND PLAYER MOTIVATION

SCENARIO: Defendor: Protector of the People is a fantasy role-playing game in which a player inhabits the character Defendor, a young soldier. Defendor must rid his country of the evil Bull Riders by defeating their leader, Bull-E. To gain access to Bull-E's magical castle, Defendor must journey through three dangerous lands and find the three broken key fragments. He must attack with his sword and defend with his shield. As he progresses in the game, he must make character decisions that will turn him to the good or dark side. The time that it takes players to defeat Bull-E is recorded and posted on an online leaderboard.

1. **Attacking enemies with the sword and defending with a shield represent:**
 - a. Goals
 - b. Achievements
 - c. Activities
2. **Defeating Bull-E represents a(n):**
 - a. Quest
 - b. Task
 - c. Activity
3. **The leaderboard that displays the time that it takes a player to win the game is an example of:**
 - a. Character connection
 - b. Story
 - c. Competition

HINT



A leaderboard displays the rank order of leaders in a competition.

Answers

1. Attacking enemies with the sword and defending with a shield represent:
c. Activities
2. Defeating Bull-E represents a(n):
a. Quest
3. The leaderboard that displays the time it takes a player to win the game is an example of:
c. Competition

Essential details

- A goal in a game is a desired outcome condition. Game goals relate to the gameplay.
- A quest is an adventure with a goal that follows a storyline. A quest describes the overall journey to a goal. It encompasses many tasks and activities.
- Motivation provides a reason and desire for achieving a goal. Players are motivated when they feel an emotional connection to a character.
- A leaderboard is a rank-order list of the most successful players (leaders) in a game.

FAST TRACK HELP

- **Rogers, Scott. *Level Up: The Guide to Great Video Game Design* (West Sussex, UK: John Wiley & Sons, 2010)**
- **Schell, Jesse. *The Art of Game Design: A Book of Lenses* (Burlington: Morgan Kauffman, 2008)**

