

GDN3252 : Game Mechanics II

The Game Mechanics II course explores the theories and principles employed in rule-based systems within games. Students will learn how pacing and thematic structures incorporate conflict resolution and generate a workable challenge-and-reward system. Students will understand the use of feedback mechanisms by employing a heuristic testing process. After completing this course, students will have a better grasp of how to synchronize gameplay decisions to suit a specified target audience.

Credits 3