

What makes a Great Game?

By: Mykaela Anne

A great game depends upon the genre of the game and the mechanics of it. That includes different game modes for that specific video game we all like to play like Story mode, Solo Mode, Multiplayer, Survival, etc. What's important is about the Gameplay mechanics; to balance out the fair levels of challenges that keeps the players engaged without being frustrated on it.

When making a great game, Games should always have stories and narrative plots to help players draw more attention to the story and what motivates them to continue the progress to see what happens next. Upon the stories there should always have a well developed character that can create an emotional connection and an investment to the game. Important background music and sound should always help enhance and improve gameplay and provide feedback from other players. Why? Because a fitting music and sound can make the game help elevate the emotional experience and the atmosphere if it makes them happy, sad, angry, etc. Every game should always have the ability to be played for a long period of time, or be so memorable through the progress of playing. If a game can be completed in a matter of hours and it doesn't incite any emotion or feeling then the player will be left with a bad taste in their mouth.

as a game developer it is always important to create a well-designed UI and an UX because it is crucial for the players to experience and impact how many players interact with video games. This basically helps influence their enjoyment, engagements and overall perceptions of the experience. UX & UI's can make a good game feel intuitive, immersive and exciting for the players. But if there are leads to having a poor UI & UX, It will give players frustration and them not interested in playing the game anymore.

The important aspect of creating a Great video game is making it flexible and memorable to the players. Because players have different tastes, video games are the ones that can create a memorable universe with fun gameplay but It's hard to say what makes a great game because " beauty is in the eye of the beholder.

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For me, when I started playing The Plague Tale: Innocence & Requiem. I deeply loved the graphics, the story telling, the background music and the character designed/voice acting. It made me cry so much that I wanted to keep playing the game non-stop; even if I finished the game already." I had strong emotional feelings towards the main characters and side characters that helped encourage myself to not give up on something that I love, even if it means to let it go. There were little bugs to one of the game levels that I had played; but it didn't bother me that much but It did bother a lot of players (I've read the feedback and some of them were negative about it). Some bugs like the objects not interacting to another or some objects disappear when you look away and floating random objects that shouldn't be happening.

Another game that I've played is Yuppie Psycho. The story telling, Sounds, Graphic design, game levels and character developments and player choices making makes a great game to see the progress on what will happen. Some choices decide on having a bad ending, neutral ending and a good ending. The most challenging part in this game were the boss levels and where to go after defeating the bosses; really difficult for me without rarely being given any hints.

So many good games have been passed over because they are bug-ridden, whether its a dodgy camera system, or items not having their intended stats. To be honest, I often think of bugs as unintended visual artifacts that shouldn't happen. Some people might be as it was intended and the majority would say "wtf is this" and just move on from it.

Yes, most successful types of gaming ads are sponsored, advertised and virtual goods because they help offer something different from the traditional gaming markets. These ads not only help revenues, but can also strengthen users' engagement via actual gameplay by offering new features, cosmetics items, or other perks for players to engage with . their ads have potential to reach newer audiences if it goes viral from other social media platforms. They approach things like TV or social advertising. Some Advertisements like Static, Interstitial , interactive ads and more. Some in-game ads are appealing for big advertisers to reach their target audience. This is a huge challenge for other in-game advertisement areas because they basically fight for players' attention,

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but for larger brands with substantial budgets are making their presence felt and attentive.