**Pandemic**

Was it fun? Yes it was fun, I was very immersed into the game as we played

What were the player interactions? We were able to distribute cards to each other to cure diseases and think of strategies

How long did it take to learn? It took a few turns to in to the game, but it was easy to understand.

What was the most frustrating moment or aspect of what you just played? A frustrating part was when a players character wasn’t at the correct point where countries with the most infected couldn’t be cured and take a infection piece away.

What was your favorite moment or aspect of what you just played? Definitely being immersed into the game and figuring out strategies of dealing with the infection problem across the game board. There was also alot of freedom in the game as well, where you could do four actions at one turn.

Was there anything you wanted to do that you couldn’t?

I wanted to try and cure an entire colored infected area but it wasn’t possible from my character piece not being at the right place, to commit to the action.

If you had a magic wand to wave, and you could change, add, or remove anything

from the experience, what would it be? The Sharing Knowledge aspect was the most confusing part when we played because the rules explained it in vague detail

Is this a game you would play again? Yes \_\_Yes\_\_\_ No \_\_\_\_\_\_ Why It was fun and enjoyable, easy to learn and could be replayed with the rules in memory

Analyze the game using the 3 act structure.

At the start of the game we were able to choose what kind of character we wanted to play as, which depended on what we did in the game. As we played we needed to cure all of the diseases across the board to win.

What are the collaborative and or competitive aspects of the game? We were ankle to strategize a plan to deal with the diseases on the board which made us immersed and enjoy the game.

What is the game’s metaphor and which of the game’s mechanics standout? Definitely the characters, and the actions we did. The theme of the game also stood out.

**Forbidden Island**

Was it fun? Yes it was fun, the game was different from anything i’ve played before, where the game board was the location cards.

What were the player interactions?

We were able to trade for relic cards between players if they had two or more cards to get the relic game pieces

How long did it take to learn?

We learned the game very quickly compared to Pandemic. The rule were more simpler and easy to understand

What was the most frustrating moment or aspect of what you just played?

When we had multiple location cards flipped on the blue side showing that they were flooding. And if a player didn’t have a relic card to give out.

What was your favorite moment or aspect of what you just played?

I enjoyed moving my game piece to each on the cards and turning them over to prevent them from flooding.

Was there anything you wanted to do that you couldn’t?

I wanted to give away my relic cards to another player that had the relic i need to rise an island up from flooding.

If you had a magic wand to wave, and you could change, add, or remove anything

from the experience, what would it be? The pacing of the game was slower then the Pandemic game which was sometimes boring.

Is this a game you would play again? Yes \_Yes\_\_\_\_ No \_\_\_\_\_\_ Why

Analyze the game using the 3 act structure.

At the start of the game we were given. The objective of the game was to prevent the game board, or double sided cards one for the location of the place and one side a desaturated blue to show It’s flooding, so we needed to keep the cards facing up. Throughout the game we also needed to take treasure from these locations which had four relics. The relics indicated that we were winning or losing in the game.

What are the collaborative and or competitive aspects of the game? Like in Pandemic we were able to strategize a plan to prevent the game cards from turning over on the blue side from showing that it’s flooding.

What is the game’s metaphor and which of the game’s mechanics standout? I thought the artstyle of the game stood out, it felt like an old Magic the Gathering type of game, with the cards having mythical locations on them.The way the cards were used as the game board was unique and an enjoyable experience. Like pandemic we were also immersed into the game devising strategies to win and claim the relics.

**[Game name]** is a **[category of]** game in which **[the players or their avatars] [do or compete or collaborate for some goal]** by **[using tools the game provides them]**

1. Risk is a strategy game in which players must take over or control the entire game board to win. By using troops to capture countries on the board.
2. Dungeons and Dragons is a like strategy role playing game in a way in which the players use their characters items in their inventory to take down enemies and collaborate with other players as well on taking down creatures.
3. Jenga is a strategy game in which players must take caution where they remove a block from the tower before it falls over.
4. Connect 4 is a strategy game in which players place a colored game piece above their opponents to prevent them from connecting four of their colored game pieces in a row to win.
5. Chess is a strategy game in which players devise a plan to counter their moves across the game board to take pieces, and take their King piece to win.