



Name _____

Teacher/Hour _____

Game Design

Lab 1.4: Analyzing a Game for its Features

Instructions: Watch Tabletop: Betrayal at House on the Hill. As you watch, identify at least two examples of each of the game features we cover in this course. Explain how each example demonstrates the feature (in other words, justify your answers).

Theme 1:

Theme 2:

Simulation 1:

Simulation 2:

Diplomacy 1:

Diplomacy 2:

Variety 1:

Variety 2:

Tension 1:

Tension 2:

Socializing 1:

Socializing 2:

Role ID and Roleplay 1:

Role ID and Roleplay 2:
