



Validating the GameFlow Criteria

Warcraft 3 vs Lords of EverQuest



Warcraft 3 vs Lords of EverQuest

- ★ Two similar games
- ★ Real time strategy games
- ★ Fantasy setting
- ★ Released 2002 and 2003

GameRankings Professional Ratings

Lords of EverQuest

- ★ Based on 32 reviews
- ★ Average rating: 61%
- ★ Range: 30% to 80%

Warcraft 3

- ★ Based on 51 reviews
- ★ Average rating: 94%
- ★ Range: 80% to 100%

GameFlow Elements

Concentration

Lords of EverQuest

- + Visually appealing
- + High-profile actors
- Repetitive unit responses
- No background story (war!)
- Repetitive missions
- Unimportant micromanagement
- Low workload
- Slow unit production

Warcraft 3

- + Intricate details
- + Unique assets
- + Well integrated stimuli
- + Visually spectacular intro
- + Interesting and varied goals
- + Good automation
- + High workload related to gameplay

Challenge

Lords of EverQuest

- Lacks strategic depth
- Bad AI
- “Eradication” missions
- Unbalanced units
- factions only differ in appearance

Warcraft 3

- + Good difficulty progression
- + Races with unique playing styles
- + Optional side quests
- No difficulty setting in skirmish mode

Player Skills

Lords of EverQuest

- + Not necessary to read the manual
- + Descriptive familiar interface with tool tips
- Tutorial lacks interesting goals and story
- No in-game help
- Interface “locked” to resolution can make it difficult to read
- Difficult to differentiate units

Warcraft 3

- + Not necessary to read the manual
- + Tutorial is relevant to the story
- + Well-labelled interface, tool tips, help etc.
- + Gradual incorporation of units, buildings and races
- + Skill development are rewarded

Control

Lords of EverQuest

- + Customisable interface
- Unresponsive units
- Poor pathfinding
- Overly aggressive units
- Poor interface readability
- Little variety in play styles and strategies

Warcraft 3

- + Low population cap
- + Good path-finding
- + Simple and well-designed interface
- + Very few bugs
- + Large variety of play styles
- No real freedom or consequence of decisions

Clear Goals

Lords of EverQuest

- No background story except for war!
- What to do, but not why
- Unclear and non-specific objectives

Warcraft 3

- + Clearly presented goals
- + Introduction gives background story
- + Story related goals
- + Overriding goals are emphasised through cut-scenes

Feedback

Lords of EverQuest

- + Notification and view of objectives and status
- + Unit responses
- + Score breakdown at the end of missions
- No feedback on failed mission
- Lack of feedback on building placement

Warcraft 3

- + Immediate notifications when goals are completed
- + Can check status of goals
- + Players receive scores at the end of each mission
- + Feedback in multiple forms (speech, sound, animation etc.)

Immersion

Lords of EverQuest

- Slow gameplay
- Lack of challenge
- Lack of background, character development, storyline
- No visceral involvement

Warcraft 3

- + Much to concentrate on, tasks to perform and things to monitor
- + Intricate details and assets
- + Tension, excitement, anger at enemies
- + Personal connection to units and heroes
- Lack of visceral reactions

Social Interaction

Lords of EverQuest

- + Competition and cooperation
- + Matchmaking, rankings, quick match
- + Team missions require teamwork
- Lack of players
- No map editor

Warcraft 3

- + Competition and cooperation
- + LAN and Battle.net
- + Opponent matching
- + Friends and rankings
- + Create and share maps
- Communication limited to text chat

GameFlow Score

Lords of EverQuest

- ★ 2.4/5 - 48%
- ★ (61% aggregate rating)
- ★ Range of 1 - 5
- ★ Highest scores (5) for:
 - Play without reading manual
 - Competition and cooperation between players

Warcraft 3

- ★ 4.8/5 - 96%
- ★ (94% aggregate rating)
- ★ Range of 3 - 5
- ★ Lowest score (3) for:
 - Social interaction between players

Conclusion

- ★ Some criteria more suited to specific genres
- ★ Some criteria could be better evaluated through player testing and observation
- ★ Easier to identify what is wrong (issues affecting player enjoyment)
- ★ Build an understanding of enjoyment in games