



Validation of Gameflow

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Content

- Gameflow: Warcraft 3
- Gameflow: Lord of Everquest
- Evaluation of Gameflow



Gameflow

- Concentration
- Challenge
- Player skills
- Control
- Clear goals
- Feedback
- Immersion
- Social Interaction



WarCraft 3 - Concentration

- The environment is detailed (the world, sound, speech, appearance)
- Growing dramatic tension
- Varied goals, good-sized missions.
- High workload (upgrading, exploring, building, defending, attacking)
- Good automation (unit pathfinding, units/heroes casts spell autonomously etc).



WarCraft 3 - Challenge

- Quick matches against other players/AI
- No difficulty settings in multiplayer mode, difficult even for the experts
- Campaign has different difficulty levels
- Increasing difficulty
- Optional side-quests



WarCraft 3 - Player skills

- Can play immediately
- Tips, tools and tutorials.
- Can skip tutorials
- Rewarded for skill development with items, xp, new skills.
- Easy to use and learn



WarCraft 3 - Control

- Fewer units, low population
- Easy to move units, point and click.
- Bottom-heavy menu system, hot keys, clear icons, shallow menus
- Player can control actions and strategies they , hence freedom.
- Varying units, hero combinations that provides a variety of play styles



WarCraft 3 - Clear Goals

- Intriguing background story
- Questions are raised and answered through playing
- Cutscenes as reward



WarCraft 3 - Feedback

- Feedback on goals, actions and status
- Map guides to next goal
- Players receive their scores in the end with different effects (sound, animation, speech)



WarCraft 3 - Immersion

- Many tasks
- Intriguing graphics, sound, animation.
- Personal connection to units and heroes



WarCraft 3 - Social Interaction

- LAN/Online competitive
- Play based on rank/teams/friends
- Chat



Lords of EverQuest - Concentration

- Visually appealing
- Repetitive responses from units
- Camera too close cut-scenes
- No background story
- Limited and repetitive missions
- Unimportant tasks
- Slow unit production time
- World too big



Lords of EverQuest - Challenge

- No strategic depth in campaign missions, only superior firepower to win
- Too easy to beat AI
- Repetitive missions, build force and fight
- Unbalanced units
- Some units become useless when the lords become stronger



Lords of EverQuest - Player skills

- Can play immediately
- Tutorial, tips. Tutorial not related to main story
- No online help
- Game interface unreadable in high resolution
- Too big in low resolution
- Interface size changes as the settings change
- Unreadable icons, bad font and colors
- Difficult to differentiate between units



Lords of EverQuest - Control

- Poor pathfinding, doesn't respond to user commands
- Lack of unit formations, overly aggressive units
- Customizable interface and game shell easy to use
- Silencing units silences the whole game
- Fail a mission, start all over again. No checkpoints
- No difference between the factions except appearance, so no varying playstyles



Lords of EverQuest - Clear goals

- No introduction
- War between factions, but not why and how players are involved
- Players told what they need to do, but not why
- Objectives not clear and specific



Lords of EverQuest - Feedback

- Player can view mission objectives and status
- No feedback on mission until the end
- Immediate feedback when command is issued to units
- No feedback on why you can't construct a building (no difference in terrain)



Lords of EverQuest - Immersion

- Too slow, not enough challenge
- Too much waiting (producing time etc)
- No emotional involvement, background story, character development



Lords of EverQuest - Social Interaction

- Competition & cooperation through multiplayer modes
- Free online service that provides matchmakings,rankings etc.
- Chat



Results & Discussion

Warcraft 3 : 96%

Lords of EverQuest: 48%

- Gameflow more suitable for some genres
- Sometimes players needs to be observed in order to evaluate