What is it:
Write a 2-3 page (500-1000 word) description of the core mechanic of your source game. You want to describe as completely as possible what the elements of the mechanic are, and how they work to produce meaningful gameplay in the source game.

You will probably find that the mechanic of your game is similar to many other games at a basic level. For example, all racing games by their very nature will have a similar core mechanic. Your description should capture these basic commonalities, of course, but you should also make sure that you discuss those elements that make your game's core mechanic different from other similar games.

We will be discussing the idea of the core mechanic in class on May 2. Chapter 23 of your book defines this concept and gives examples concluding with an in-depth discussion of the core mechanic in the game Centipede on pages 324-326. Note how this discussion draws on the specific details of the game's design to establish the mechanic. Although the central activity of the player can be described very briefly as aiming and shooting, it is the specific way in which these activities are deployed by the game that is of interest. Your team will need to be very familiar with the game in order to draw out these details.

What to turn in:
Submit a MS Word document containing this description as Design Project Milestone #3. Only one team member needs to do this.