

Exam Questions

1. Can *Power-Up* change gameplay so that we can say that new patterns is involved now?
2. *Asymmetry Patterns (Asymmetric Resource Distribution, Asymmetric Information, Asymmetric Goals)*. When they bring *Balancing Effects*?
3. Do availability *Spectators* provide game with *Smooth Learning Curve*?
4. Needed patterns for *Replayability*.

1. First question requires from student to know how power-ups work, what patterns they instantiate. To justify answer student need to analyze games to see when power-ups brings new patterns in game that were absent. Therefore student need to know and recognize other patterns.

2. To answer this question student need to be familiar with mentioned patterns. Those patterns represent different components of game framework, therefore this question covers few chapters of book.

3. To answer this question player need to understand what smooth learning curve is, how it's achieved and how spectators can enhance that.

4. Student need to be creative to answer this question as well as know different patterns.