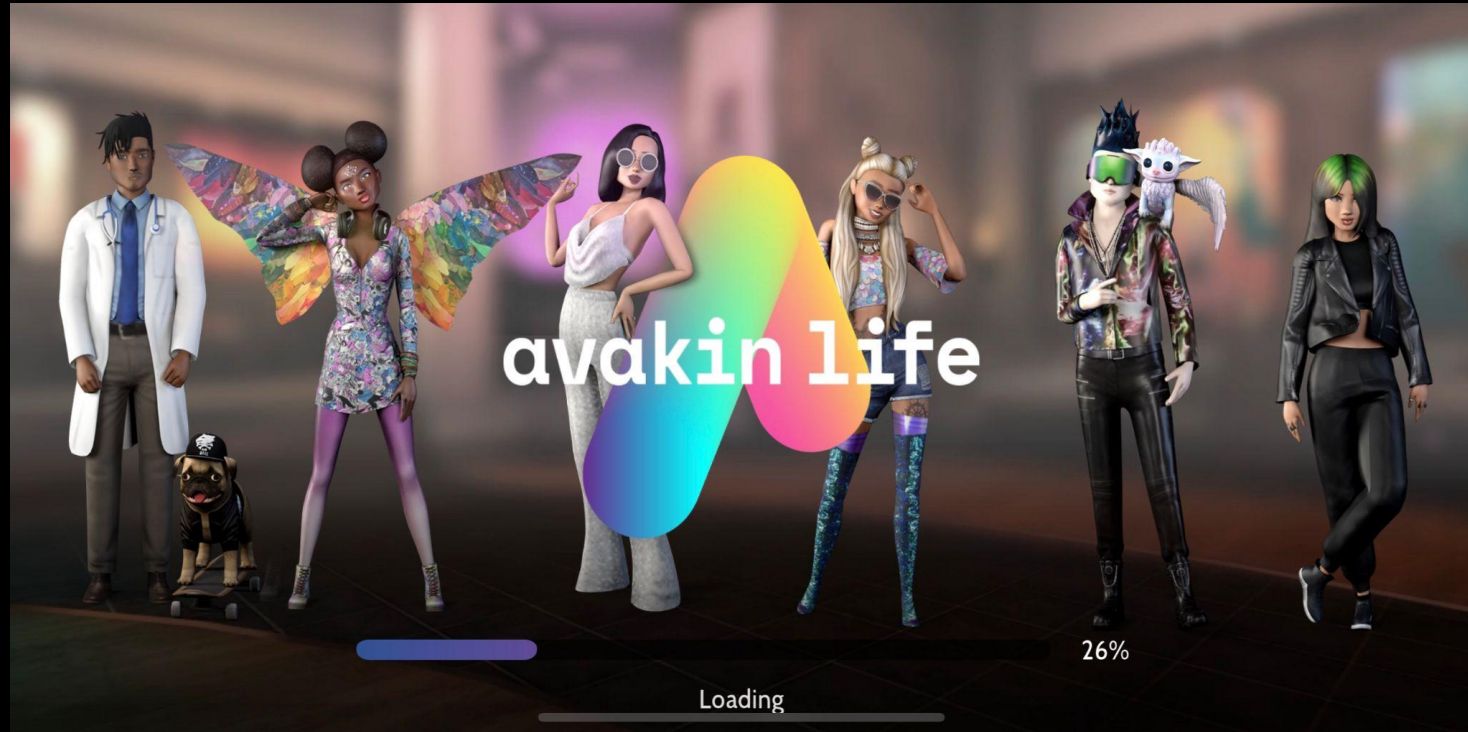


# **Final Assignment**

## Comparable Games

TCID 391-50: Race and Identity in Video Games  
Sydney Monn

# Game One - Avakin Life



MECHANICS	STORY	GENRE	EXPECTATION	PLAYER INFO	MARKET INFO
Character Levels Badges Fashion Contest Virtual Currency Role Playing	They do add stories when there is an event going on. They are fetch quests	Virtual 3D Social Game Platform	Level Character Socialize Win Contest Customize Avatar(s)	You create your own character, you buy cosmetics and feature upgrades. Your character also has a character bio page	In-app purchases that can help boost your character level as well as money for clothes, furniture, actions, etc. "A social place"

## Game Two - IMVU



MECHANICS	STORY	GENRE	EXPECTATION	PLAYER INFO	MARKET INFO
Role Playing Super Diverse Character Customization Create your own rooms/worlds	There is no in game story. It is just a virtual world social game and you meet people	Virtual 3D Social Game Platform	Customize characters and go into a chat room and see if people will talk back to you.	You create your own character, you buy cosmetics and feature upgrades. Your character also has a character bio page	In-app purchases to get money for clothes, furniture, actions, etc.

## Game Three - Sky: Children of the Light



MECHANICS	STORY	GENRE	EXPECTATION	PLAYER INFO	MARKET INFO
Role Playing Character Leveling Grinding Goals & Challenges Loss aversion Trading & Gifting	Child of light seeking fallen lights and ancestral spirits of each realm.	Adventure Art game Social game	Go through each portal Gather candle wax Play through each spirits story Get character cosmetics	You start off with no cape and when you collect lighted children you get more wing power so you can fly longer. Earn character cosmetics	1m download in less than a week when first released 2019. 50m global installs 2020.

