

Design Document For Game :  
Clone of Farm Ville 2

### **Design History :**

Game design has a fundamental link with the creation of a player model. We assume a connection between player models in game design and psychological models, but we do not have clear insight into the interaction between psychological traits and a profile established during a gameplay session. There is no such methodology that allows us to create games that generate psychological profiles based on a scientifically validated model. We propose a new game design methodology to fill this gap.

### **Our Interest to Build this game:**

Games are a psychological approach where the game designers try to manipulate players' emotions. Some other motivations are ethically more questionable, such as monitoring the behavior of players/consumers in order to adapt a marketing process on them.

We want to measure the player's attention to adapt content and reduce the difficulty of the play session. As these embedding profiling tools are based on cognitive aspects, they do not help to measure the psychological dimensions.

### **The Game Core Concept development Process that we will follow:**



