Game Breakdown

Let's look at a video game and see if we can work out what its main themes and mechanics are!

Game Title	Super Mario 3D World
Who are the main characters?	Mario, Luigi, Peach and Toad are all playable characters Bowser is the main villain The Sprixie Princesses rule the kingdom the game is set in
Describe the Game Think of some quick sentences to describe the game. This can include things like the genre, story or location and how many people can play the game.	A 3D platformer where Mario and his friends journey to a new kingdom to rescue the Sprixie Princesses from Bowser. There are lots of levels with things to collect in them, and there is a time limit for finishing each level. Each world has several levels, all with a similar theme, like the desert or snowy mountains. You can play on your own or with friends cooperatively.

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Game and Level Goals What do players have to do to complete a level in the game, and how do they finish the whole game?	To finish a level, the player must reach the goal flag at the end. But they can also collect stars, coins and power-ups along the way. The finish the whole game, the player needs to finish all the levels and beat the final boss (Bowser).
Mechanics What are the mechanics of the game? This can include things like how the player moves, different types of enemies, things to collect, power-ups and scoring. Include anything that affects how the game works!	The player can move around the level using the left stick on the controller. They can jump and have other moves like Ground Pound to hit enemies. Each character moves slightly differently. Coins are hidden around the level for players to collect and boost their high score. Stars are also hidden in levels, but there are fewer to collect. These unlock later levels. Different items give the player power-ups which do different things, for example, Cat Mario can climb walls. Each level has a goal flag that the player has to find to finish the level. There are also smaller flags that act as checkpoints. There is a time limit on each level for the player to find the goal flag