Game-play Report (GPR) for Guess Who

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Player: Juliana Daniels vrs computer
Platform: Android
Game Version: HTML 5
Total Duration: 25 min
Main Objective Completed: level 3

Overview of the game

Guess Who is the HTML5 digital version of a puzzle board game? In this game, the opposing player is given several characters and must guess who the computer may be thinking about. Initially, the opposing player can ask four questions that narrow down the description of the correct character the game/computer persona may be thinking about. The excitement of the game is based on the fact that it gives you many opportunities to keep guessing until you get it right. In each opportunity, however, the computer's hidden character changes but the questions that serve as clues don't change. Once a player is successful, they get to move to a more complex level with the number of characters increasing as questions whose answers serve as a clue remain 4. However, the number of questions to choose from expands at each level. Each successful effort leads to the next level. For each level, the crew is introduced and they urge you to have fun and do your best. The game can be played offline or online with multiple players or as a single player.

Starting Point
Played as a solo game with the computer

Objective: To guess who my opponent is before they guess who I am and to complete 10 levels 40 min

Strategy: Ask smart questions to narrow down the possible characters, the game gives me a selection of questions. I must choose which question to ask in my turn. If I ask a good question, it will reduce the number of faces on the board. Then I look at the faces available and try to select the question that will help me to narrow the selection down most quickly to be a shrewd detective! Some of the questions that typically eliminate a good amount of characters from the board include:

Is your character a male/female?
Is your character wearing glasses?
Does your character have blonde hair? Does your character have a mustache?

Clue: To get the guess right and win the game, there is the need to ask smart questions to narrow down the possible characters and select from a list of questions. Good questions will help reduce the number of potential characters. Examine the available faces and choose questions that will quickly narrow down your options.

Outcome:
Level 1 was successful after 2 trials in 5 min but the main objective of 10 levels in 40 min was not achieved because the game asked for payment.

Level 2 gives me 6 questions and I am introduced to Katie who is awesome at basketball. I am to uncover the kindness and beauty in people around the world. After a couple of trails, I got the hang of it and moved on to successive levels.

Observation: The game is interesting as it relies on very little unassuming details to differentiate characters. I ended on the third level because the fourth asked for payment. Playing Guess Who reinforced the importance of critical thinking, deductive reasoning, and strategic questioning. The game requires players to analyze information, make connections, and adjust their questioning strategy based on the answers they receive. These skills are valuable in many real-life situations, making Guess Who a great game for developing critical thinking and problem-solving abilities.

Educational Value: Develops critical thinking as it requires keen attention to details, good comparison, and sorting for good guesses. Mathematically, it teaches probabilities and logical guessing, The background music and colorful interface seize one's attention and therefore, improve attention span.

Conclusion

This is a very interesting game for engaging the mind in probability exercises and must be introduced to learners. It is not too difficult but it is challenging enough.