

# PSYCHOLOGY FOR GAME DESIGN'S ASSIGNMENT

## TEAM MEMBERS

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## THE PROJECT

Assassin's Creed 2



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# PERCEPTION EFFECTS ON ASSASSIN'S CREED 2

Our perception is influenced by our prior knowledge and experience, our expectations and goals, and by the current environmental context.

Under this heading, we can examine the features learned from the first game of the game series, such as the ability of the enemies to die in one hit and jumping into straw bales from high places when attacking the enemy from behind. **(POSITIVE)**



Contrary to the first game, when you jump from any position in AC2, you cannot hold on to another place, and in some cases, you can jump into the gap and die. This feature has been a factor that complicates the game for players who are used to jumping everywhere from the first game. **(NEGATIVE)**



# MOTIVATION EFFECTS ON ASSASSIN'S CREED 2

It is a set of forces that causes people to behave in certain ways.

Apart from the game's story, players try to learn another story (**THE TRUTH**) by collecting video clips in the background. Normally, the players will only play and finish the story without going to the farthest corners of the city, but they wonder what this video is and start looking for these symbols with the motivation to learn. **(POSITIVE)**

Also, in order to get the strongest armor of the game (Altair Armor), players have to travel around the cities collecting parts (Assassin Tomb) and craft them in the temple. **(POSITIVE)**

[Assassin's Creed II - The Truth - YouTube](#)



## EMOTION EFFECTS ON ASSASSIN'S CREED 2

Emotion is a state of physiological arousal, and it can also involve the cognition related to this state of arousal.

When the game is started, the game makes the player connect with the family of the protagonist. Then his family is murdered, and the actor sets out to kill the person who murdered his family and avenge him. The fact that the player also connects with the family makes the player ambitious for the revenge to be taken in the game. **(POSITIVE)**



In cases such as being noticed by the enemies or suddenly entering a fight, the screen instantly turns gray and then returns to its original color. While these are happening, when the sounds that will excite the person and accelerate the instant blood flow are added, the player plays those moments in an excited and hyped way. **(POSITIVE)**



**THANKS FOR READING !**

If you have any questions you can ask.

