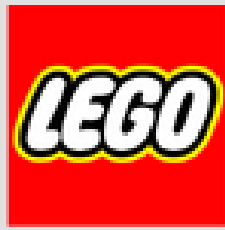


Analysis of the Building Mechanic in



GAAMES

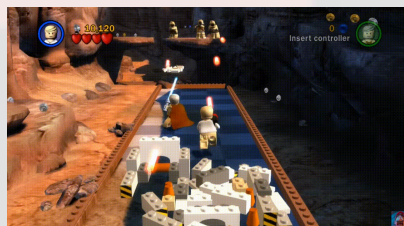
Concept

Building is a key mechanic in Lego games, enabling players to **interact with the game environment** by **building predetermined structures**. It serves as a versatile tool for designers, facilitating the creation of **puzzles** and adding diversity to the levels.

Usage

Exploration

Building can be used to explore new sections of a level by allowing to create/activate bridges, platforms and other interactables.



Puzzles

Building can be necessary to complete puzzles.



Combat

Building can be used to build vehicles and weapons.



Collectables

Building can be used to collect special objects and coins.

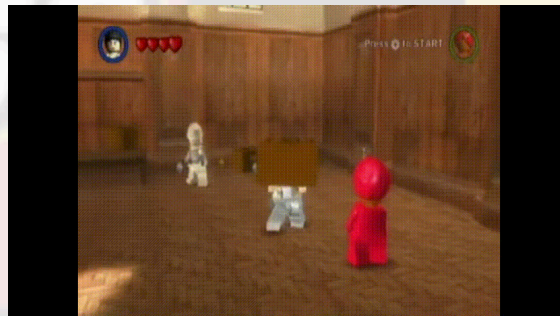


MDA

Building	Progress through the main path of the level	Narrative/	Challenge/	Discovery
	Obtain special collectables	Challenge		
	Collect coins	Challenge		
	Explore hidden sections of a level	Discovery		
	Animations and sound effects	Sensation		

Bricks

Players need bricks found on the ground or from breaking objects to build. When they have **all the needed bricks** nearby, a bouncing animation indicates they can start building.



Multi-Builds

In [LEGO Star Wars - The Force Awakens](#) players could use a "multi-building" mechanic to create various structures using the same bricks. To build something new, they have to take apart their previous creation made with those bricks.

