

Part 1: Key Vocabulary Matching

Match the term on the left with its correct definition on the right.

1. **Game Mechanics**
2. **Game Dynamics**
3. **Gameplay Loop**
4. **Algorithm**
 - **A.** The repeating sequence of primary actions a player executes during a match.
 - **B.** A step-by-step process or procedure designed to solve a problem or achieve victory.
 - **C.** The hardcoded rules, bounds, and physical mechanisms built into the game.
 - **D.** The live interactions that occur when players use the mechanics against or with each other.

Part 2: Puzzle-to-Esports Analogy Workshop

Think about how your team solves a physical puzzle, then connect those same logical steps to an esports game of your choice.

Puzzle-Solving Step	Corresponding Esports Strategy Step	Game Mechanics/Dynamics Involved
Example: Sort out all border/flat-edge pieces first.	<i>Establish early map boundaries and vision control.</i>	<i>Map layout (Mechanic) & Sightlines (Dynamic).</i>
Step 1: Grouping pieces by matching color/pattern		
Step 2: Assembling easy sections first		
Step 3: Testing difficult pieces by trial and error		

Part 3: Algorithmic Strategy Analysis

Select an esports title (e.g., Rocket League, Valorant, Chess, Smash Bros.) and detail its gameplay algorithm.

1. **Selected Game Title:**

2. **Identify 2 Core Mechanics (Rules):**

- Mechanic A:

- Mechanic B:

3. **Identify 1 Key Dynamic (Player Interaction):**

- Dynamic:

4. **Write the Winning Algorithm (Step-by-Step Procedure):**

- Step 1 (Early Game/Opening):

- Step 2 (Mid Game/Execution):

- Step 3 (Late Game/Closing Goal):
