

## Game design observation – Moving Out

Moving out is a fun multiplayer cooperative game, ideal for game parties with your friends. You and your colleagues are new employees of a moving company, and your task is to move furniture as fast as possible.

Since Moving Out is meant to be enjoyed as a casual game with friends, the mechanics are rather simple – you only need to pick up objects and transport them to the van. Each location brings a new mechanic into the gameplay, so the difficulty gradually rises as you progress. However, the use of physics such as the ability to throw and break stuff brings a level of comedy into the play. The game almost counts on you to damage the houses you are moving out since it is faster, and you are under a time limit.

When it comes to time, the main goal is to move all objects into the van under a limited time for which you get evaluated with a medal. The game allows up to 4 people to play. I noticed that based on the number of players, the time limits are adjusted, and each player amount gets separate medal rewards. This was the first time I saw the scores acknowledge different player combinations and I think it really adds to the replayability. However, contradictory to what I expected, more people playing doesn't usually mean you will finish the level faster, instead, there is often much more chaos, everyone bumps into each other and the group eventually needs to communicate and prepare a plan beforehand. I can imagine this game being perfect for teambuilding activities.

Another neat element is the intro map itself – you have to travel in your van in between buildings and you can find minigames and easter eggs in the map itself. This makes even the transitions between levels funny and builds the world at the same time.

Moving Out became our entertainment for multiple nights and hit the right spot between challenge and comedy, allowed me to spend time with friends and occasionally insult them for throwing furniture out of the wrong window.

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