

Assignment 5

I thought the PDF document on User Centered Gameplay was underwhelming. The entire article restated things that people in this field should obviously be attuned for. For example, as a consumer or game developer, everyone knows you should have appropriate rewards for each circumstance, and that the game should be fun. It wouldn't make much sense if the ultimate weapon could be obtained in the first ten minutes. Also, things that should be obvious to game developers like exponential increase in difficulty is self-explanatory. The only major insightful thing about this was the look at how games are play-tested, and apart from partaking in the process or developing a game yourself, one probably doesn't know what that is like. Everything else should be black and white for a diligent up and coming developer.

Consider a game messenger

The game messenger in a traditional sense would be a following sprite like Navi or the shopkeeper from Resident Evil 4. In my game, the messenger would be the people in the world. If a town back where you adventured from got attacked, the people in the village closest to it would have shocked dispositions. Upon helping them, you would learn about the events that transpired. For side quests, you would have to track down the right person who would have information on your current objective.

Define game. Define Art. Can a game be art?

A game is a thing that has a clear objective and can be manipulated by the user. It is made to be enjoyable or have fun with. Art is any structure, painting, or other form of medium that is constructed with the intent of the artist to invoke a response from the viewer. A game in and of itself cannot be art, because a game is a representation of the technology at the time and the meaning of it or response invoked in the player changes as the game gets older. Resident Evil 4, The Legend of Zelda, or Metal Gear Solid cannot be considered art, just like Mousetrap, Clue, or Chutes and Ladders. But video games do have an element in them that can be artistic, and one that cannot be shared with board games, and that is the ideas represented in the video game. The art aspect of the game comes in when the characters are developed, the art style is layered, and the story takes shape. Like any good masterpiece of artwork, these do not degrade with time, so as a video game as a whole cannot be viewed as art, the ideas it represents can.

In interactive art, pace is often manipulated. How could this inform game design.

Pace of the game should have ebbs and flow. If the game is too hectic, the player will get tired out and quit, or will become bored of repetition. If the game is too slow, the player will lose interest and find something else to do. A good game should have tense moments of action, and then a period for the player to reflect on what has just happened.