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ENGL 3500

Homework 4: Reflection, Screenshot, Github Link

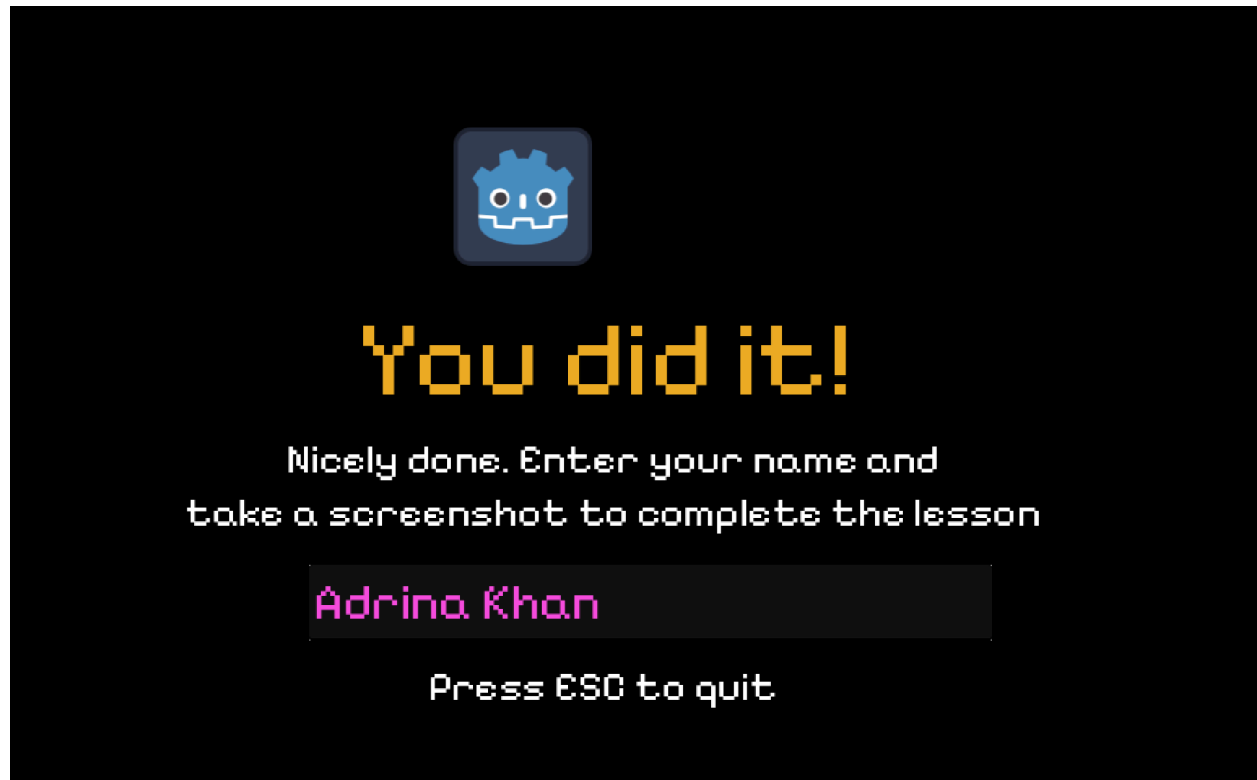
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Most games have unique designs to them, though Galloway argues that the mechanics of such games can be categorized into four moments: gamic actions. These actions consist of diegetic machine acts, diegetic operator acts, nondiegetic machine acts, and nondiegetic operator acts. Diegetic refers to events that occur inside the game's narrative, whereas nondiegetic are such acts that are observable only to the audience. Additionally, Galloway defines the relationship between man and game into operator and machine. Thus the combination of these terms leads to the construction of the four moments that define a game's play. In regards to Device 6, these actions are present, though tend to blur the lines between them, creating what Galloway notes as a game which observes good game continuity. These actions are seen throughout such as the story (diegetic machine), navigation around the map (diegetic operator), introduction video (nondiegetic machine), and escaping the game before completion (nondiegetic operator).

Device 6 manages to effortlessly combine interactive fiction with more game-like aspects such as player movement and puzzle solving; in our previous game engine, Inky, we had little freedom to create more than just a story with choices. However, the transition to Godot provides us with more features to construct games, such as 2D and 3D scenes, player movement, and visual inventory spaces. With the opportunity to implement more features into a game, Godot opens the realm of possibility for potential game ideas. Games that previously only had a story to them can

now have open world exploration or combat; the switch to a more advanced game engine redefines the way creators think about design thinking, giving us more creative freedom to develop (literary) games.

### Step 1 (Godot-on-Godot) Completion:



### Step 7 (Submit Github link):

<https://github.com/AddKhan/first-godot>