4. Why should someone care about games, what game would oyu show them why?

1. While I have many important memories related to games, one that stands out takes place in a game called Chrono Trigger. The gameplay in this game are fairly standard for, at the time, Squaresoft. It used the active time battle system similar to Final Fantasy 4 and on, where turn based combat was changed using a bar that would fill over time for each character determining the order in which characters could take action. They improved the system in Chrono Trigger using location as a factor of combat. Certain moves could target multiple characters within a set radius or line, as examples. The important memory, however, stems from a moment in the story, which I usually hate to spoil for those who have not yet played the game. Half way through the story, the main character sacrifices himself to save his friends, allowing them to escape a deadly situation. Not only was the emotionally detrimental, but it completely changed the gameplay as the main character, until now, was forced to be a member of your party. The player could now use multiple characters as the leader, changing dialogues with NPCs and even affecting different parts of the story.

2. My focus in designing a game is AI. For me, an important keyword is a technique in AI design called the blackboard design. In a blackboard design, a programmer has individual non-player characters (NPCs) communicate with each other by posting to a blackboard. Using the data the NPCs have posted, the blackboard or NPCs can formulate strategies to work together and become a more effective force when challenging the player. For me, this creates numerous possibilities to create intelligent AI and unique situations that make a game more enjoyable overall.

3. My favourite game is Star Wars: Knights of the Old Republic 2 (KOTOR2). Being a huge fan of RPG style games, this one really personified what makes an RPG great. A great story is always what draws me into a game, but KOTOR2 takes this a step further by giving players the choice to guide the story however they see fit. During the time this game was released, branching paths were still a fairly new concept. Even so, KOTOR2 still to this day holds a place as one of the best examples of how to properly execute diverging paths in a story. Choices the player makes effect not only the direction of the story, but the affections and actions of your followers, which will then in turn effect the story further. Aside from blatant directional choices in story, the direction is also affected by a karma system known as “force alignment.” Performing evil or good choices will sway your alignment, which positively or negatively effects the alignment of your followers, leading to interesting story outcomes. What makes KOTOR2 unique is the option to remain “grey,” essentially balancing your choices between light and dark resulting in even more outcomes in story. While the rest of the game may simply be a good RPG, doing nothing really special with the combat and having only a slightly above average character growth system, the amount of choices keeps me playing and finding new things with each unique play through.

4.