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CMSI 3752

26 January 2024

Devlog #3

For this week in Game Development, I played the game Teardown for my devlog. This game has a main mechanic of being able to destroy almost anything in the environment with a multitude of tools including sledgehammers, flamethrowers, and even vehicles like cars, boats, or construction machines. The game gives you a wide variety of missions to do including some with the goal of demolition and others with the goal of stealing something in a certain area. This game clearly must have taken a long time to develop with an advanced physics engine allowing for the destruction of almost every single thing on a map. This game also has a wide variety of missions which must have taken a while to make. The hardest mechanic to implement in this game must have been getting the destruction system to work properly. Not only do you have to build and model structures with every single block, but also anticipate how the structure can be modified and destroyed by the player. The selling point of this game is the fact that you, as the player, can destroy anything you want and interact with the environment in a multitude of ways. The player is given a lot of freedom in this game to interact with the map however they want which is a really cool feature. Compared to the other games I played, this game is my favorite in terms of its limitations and its gameplay style being a 3d first person game. Overall, I really enjoyed my time with Teardown and plan to play it again in the future.