**Reflection**

Interlude 2 is about analyzing the playfulness of history. It’s about analyzing the what ifs scenarios and what could have happened if history played a little different. To have that frame of mind you need to be able to trust the content and source. Games are I believe one of the best interactive fictions that exist. Unlike movies or books, they can be more flexible. The user has direct control of the outcome unlike movie or books where the outcome is determined and written by the director or author.

Not only that games are also a great way to get people into history in general. Speaking from personal experience, I got into history from a game franchise I like called Total War. In this you play as an emperor with a empire and you manage everything from politics, finance, building and war. Not only this but this franchise has real time battles where you can command thousands of soldiers against the enemy. As a kid when I was playing this game I thought history was amazing. The game had so many choices you can make in regards to have to manage and expand your empire.