Homework 2

When watching/listening to the last lecture the one thing that really, really stuck with me was the idea of the “brick wall”. So I got to thinking “what exactly is my brick wall”? Because the idea of the brick wall is an obstacle meant to be scaled, or, a sort of roadblock to your goals and dreams that you need to overcome if you want to realize those goals and dreams. But the problem is that I didn’t and still don’t know exactly what my roadblock is beyond not knowing how to make games. However, I know that my goal or destination is a career in game design and I know that whatever brick wall I hit will probably be similar to those with goals like mine. But I’ll be damned if I don’t try to scale that brick wall before I even hit it.

As far as the messages he presents, the one I identified with was his message regarding our childhood dreams. We all dreamt at one point of being an Astronaut, a Firefighter, Police Officer, Actor, you name it. But aside from those, the one dream I carried with me from that time was making video games. From the time I started playing my dad’s old hand-me-down SEGA Genesis, I knew that I wanted to make games, and holding on to that childhood dream is what motivates me to keep going in the direction I am and achieve that dream.