Expanding Horizons

**Game 332**

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1. Do the main cast (or at least 3 or 4 of the primary characters) fit into any archetypes? Use archetypes we’ve discussed, ones from the book, or archetypes you’ve seen in your own experience​

In the game “It takes two” has two main characters “Cody” & “May” seem to fit in archetypes such as the estranged lovers who are in conflict.

1. Who is your favorite character, and why?

I personally like the character Cody, the husband when he attempted many times to understand May for being busy but they didn’t work well since the standard of the way of supporting beloved family was different. I liked him when he tried to value the time spent with his daughter the most rather than supporting money or education like May did. Cody also built a greenhouse to please his family which turned out didn’t work well either.

1. Are the characters believable? (with examples)​

The portrayal of Cody and May's conflicts and their journey of mending their relationship feels believable, reflecting issues many couples might face. Regardless of gender, parents need to work in order to support their family. The balance between “focus on work to support family VS value family time and build close relationships” could be a common issue that could happen in a family. In this context, May prioritized work, while Cody emphasized family time.

1. Does the story fit the Heroes’ Journey? (with examples of how it does or doesn’t fit)​

The Story fits the hero’s journey with the numerous challenges and obstacles Cody and May face in their journey to repair their relationship fitting this pattern. In every stage two characters get deeper insight into their partner’s perspective. For instance, May has consistently criticized Cody for initiating projects such as constructing a greenhouse and quit easily. However after being transformed into a toy, she got to see the beautiful greenhouse Cody built and realized it was her lack of support and cheer. Therefore the two characters didn’t understand at all as they decided divorce and every stage they got to understand each other and grow.

1. Why do you like or dislike the story? What might you change? (with examples)​

I genuinely like the story of It takes two because of its deep exploration into relationship, understanding and personal growth. However If i could add more on this story, I hope to see more backstory of flashbacks into Cody and May’s relationship before their decision to divorce. In that way I, as a player could immerse more into two character’s conflict.

1. What is the best and worst story highlights from what you’ve played so far​

The worst is every Dr.Hakim’s scene. I just dislike his personality. And one of the most fascinating highlights is their journey to the clockwork scene. As Cody and May traverse the intricate machinations of a massive clock, players are not just navigating a physical space but are also taken on a profound metaphoric journey.This level made me think about how important moments in time can be in our relationships.

