**ASSESSMENT 1: DEVELOPER BLOG**

After the first lecture for emerging technologies I feel lost, I have no clue about a field to go into, no idea on what I could possibly make that hasn’t been made before, In an attempt to try to find motivation, I asses all of the things I am currently doing and think about something to go into, the game I’m currently playing is Sekiro, an action-adventure where its highlighting feature is its combat system, it has no VR compatibility, but when thinking about trying to add a feature, as it took 4 years to make the game, yeah...no. Another game I have always been interested in is Civilization, Sticking with VR I hoped that I could create some sort of rip-off where the player would be a god-like being, controlling armies and talking to others... However its already been done (Deisim) . I then started looking at the kind of things that I watch, and was immediately attracted to youtuber Michael Reeves, as I was having trouble finding something that hadn't been done, so I found great comfort in realising that I didn’t have to make something that was necessarily practical.

At the lecture I created an idea, I was going to revive my first year unity project, and add real-world implications using Phidgets, where losing with no points would result in a shock, reaching a high score would sound a siren, and other silly things that would give my game a niche, I began to look at the logistics of this, learning the phidgets and trying to map their applications, however the drive for me to do this isn't there, so... back to the drawing board.

Deisim <https://store.steampowered.com/app/525680/Deisim/>

Michael Reeves <https://www.youtube.com/channel/UCtHaxi4GTYDpJgMSGy7AeSw/videos>