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Game Engines

Reflection paper

Super Mario 3 was one of my favorite games growing up. Some of my best memories of my grandfather were of playing games with him after he got off work. This was one of our favorites to play together. This video brought back a lot of memories and gave me information I never really thought about. I had no idea the cultural impact this game had on the market, but I did know that I enjoyed it far more than the first 2. It is great to see a glimpse into the hardships and process of how they created the game that put Nintendo at the top of the industry. I wonder what would have happened to the industry if they never made the game in the first place.

Tetris has far more background than I ever thought it would. Tetris is a staple game, that’s always around. It was a free app on my first smart phone, and came in many game packs I had as a young child. I never thought there would be so much drama and politics involved with what is now such an overlooked game. I’m glad the creator was able to be victorious in the end and be paid fairly for his creation. It is a shame it required so much more work than what went into the actual creation of the game.

The videos this week reminded me that I really don’t want to work with a big company. There are plenty of good reasons to work for a larger company like financial security, resources, technology etc. Ideally, I would prefer to work in a small indie team. I think there is far more opportunity and freedom to create your vision as a solo or small team developer.

I am still assembling some scenes and environment for my trailer. I have watched a couple shorter youtube videos to learn how to make a trailer for Unreal. Unfortunately I am still in an idea stage of the trailer process.