

Criação de Blog

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Não é resumo do documento! (Relatório de Actividade)

Resumo— A actividade de criar um blog correu como planeado. Escrevi diversos planos de trabalhos de modo a organizar a actividade. Semanalmente coloquei um artigo no meu blog, fazendo um total de oito artigos. Nesta actividade tive também a oportunidade de filmar e editar um vídeo, que coloquei no *Youtube*.

Palavras Chave—Portefólio, EFE, artigo, blog, vídeo-jogos, jogos, opinião, GuiGamesPlace.

1 INTRODUÇÃO

ESTA actividade surgiu do meu desejo de juntar a minha paixão por video-jogos com algo útil para o meu futuro profissional. Para tal decidi criar um blog [1], em inglês, onde consegui melhorar a minha escrita em inglês, a minha organização e testar a minha motivação para continuar e acabar projectos pessoais. O meu blog foi influenciado por sites de notícias de jogos, por exemplo *RockPaperShotgun* [2]. No blog escrevi artigos de opinião sobre jogos, tendo a preocupação de escolher jogos actuais, de modo a que os artigos sejam mais interessantes para os leitores. Para a construção destes artigos tive de me organizar sozinho de modo a manter uma boa estrutura no blog e consistência ao longo dos meses de escrita.

Foi vital construir planos de escrita para cada artigo, pois através da sua criação permitiu-me organizar os meus pensamentos sobre o jogo em questão, melhorando assim a qualidade final do artigo.

A actividade teve início a 15 de Março de 2014, terminando a 11 de Maio de 2014. Durante este período de tempo escrevi um artigo por semana.

Este relatório está organizado pelos tópicos respectivos aos eventos decorridos durante a

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actividade.

2 FERRAMENTAS UTILIZADAS

Para realizar a actividade tive de utilizar diversas ferramentas, umas para a criação e manutenção do blog, outras para a realização de um vídeo de jogabilidade de um jogo. Através do site *WordPress* [3], pude construir o meu blog e actualizá-lo.

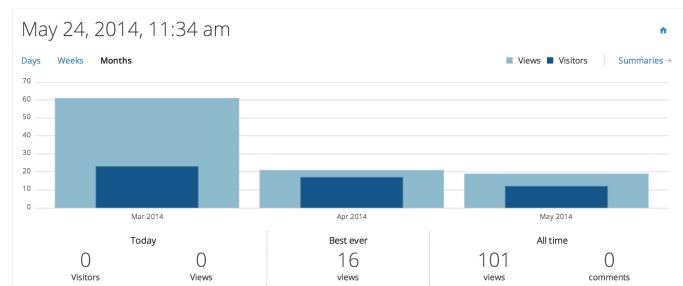


Figura 1. Gráfico de visualizações.

No site estão disponíveis gráficos que me permitiram analisar as visualizações do meu site, como por exemplo na Figura 1.

Tive também a oportunidade de explorar várias ferramentas de captura e edição de vídeo. Dentro destas destacam-se *FRAPS* [4], *Open Broadcaster Software (OBS)* [5] e *PowerDirector* [6]. Tanto o *FRAPS* como o *OBS* permitem a captura de vídeo, eu optei por usar o *OBS*, devido a este ser *open software*, sem necessidade de obter licença.

No entanto para editar o vídeo tive a possibilidade de usar o *software PowerDirector*, pois o meu pai possuía licença para o produto. Levei

	ACTIVITY					DOCUMENT						
	Objectives x2	Options x1	Execution x4	S+C x1	SCORE	Structure x0.25	Ortogr. x0.25	Gramm. x0.25	Format x0.25	Title x0.5	Filename x0.5	SCORE
(1.0) Excelent												
(0.8) Very Good												
(0.6) Good												
(0.4) Fair												
(0.2) Weak												
	1.4	1.6	2.8	0.6	6.4	0.2	0.2	0.2	0.23	0.5	0.5	1.83

algum tempo a perceber como se trabalha com esta ferramenta mais profissional. Apesar de ter feito apenas um vídeo, acho que foi uma experiência interessante que me permitiu ter uma noção do trabalho necessário para editar, ainda de que uma forma básica, um vídeo. Após a edição coloquei o vídeo no site do Youtube [7].

3 PLANO DE ESCRITA

A organização desta actividade foi feita através da criação de planos de escrita/trabalho.

Cada plano de trabalho contém diversos tópicos onde planei todo o artigo, de forma a ter um guia que me ajudava a manter focado no assunto. Foi também através dos planos que consegui estipular tempos para cada parte do meu trabalho. Para caracterizar esse trabalho considereirei três pilares.

O primeiro é testar o jogo em questão, de forma a poder obter informação necessária para escrever um artigo interessante e correcto. Inicialmente estipulei uma hora para testar cada jogo, mas rapidamente percebi que não era suficiente em muitos dos jogos, pois muitas das vezes não conseguia experimentar tudo o que o jogo tinha para oferecer. Optei por aumentar o tempo de teste para duas horas por jogo.

O segundo pilar é escrever o plano de escrita. É neste tempo que me dedico a pesquisar informação relativa ao jogo, quem fez o jogo, que outros jogos fizeram, etc. É também aqui que escrevo os tópicos que vou abordar no artigo. Normalmente o tempo de escrita desta plano era de uma hora, sem necessidade de alterar a estimativa.

O terceiro e último pilar é escrever o artigo. Grande maioria dos artigos tiveram 2 horas a ser escritos e revistos. Na sua escrita usei como muleta o plano de trabalho, tornando o processo de escrita mais fácil e menos confuso. Coloquei em anexo dois exemplares de planos de trabalho.

4 ARTIGOS

Escolhi organizar os meus artigos em diversos tópicos, que permitiriam aos leitores encontrar as partes que lhes interessavam.

Começava com um *Overview*, onde explicava traços gerais do jogo, acompanhado por informação relevante sobre quem tinha desenvolvido o jogo. Acho importante este tópico para situar o leitor no contexto do jogo, no caso de ele não conhecer nada sobre o jogo.

A seguir utilizo o tópico *My history with the game* para dar informação aos leitores sobre a minha história com um determinado jogo. Achei importante expôr os meus gostos nesta secção, ou seja, se gostava ou não do género do jogo, se já tinha jogado algo parecido, ou até algum jogo da mesma série. Toda a minha experiência que permitisse ao leitor determinar o meu ponto de vista sobre o jogo.

O próximo tópico é *Graphics*, onde falava da apresentação do jogo, desde os seus gráficos ao *design* do jogo. Tentei analisar os ambientes em que o jogo se passava, dando a minha opinião sobre os mesmos.

Depois dos gráficos, falava da história geral do jogo no tópico *Story*. Tentei falar do enredo da história, sem revelar pontos importantes que poderiam estragar a surpresa desta aos jogadores.

Gameplay é o próximo tópico, sendo este, normalmente, o mais importante para mim. É aqui que eu tenho de transmitir a minha opinião sobre as mecânicas do jogo, se estão bem feitas e se vão de encontro daquilo que o jogo quer ser. O tópico era normalmente um dos mais difíceis de escrever, pois por vezes torna-se difícil transpor o que se experimentou em palavras.

Para concluir o artigo usava o tópico *Final* para concluir os meus pensamentos. Por vezes achei por bem prôpor alternativas ao jogo em análise, de modo a aumentar as escolhas do leitor.

Para visualizar os meus diversos artigos pode consultar a minha página de blog <http://guigamesplace.wordpress.com/> [1].

5 VÍDEO

Consegui utilizar os programas mencionados na secção 2 para produzir um vídeo para o Youtube. Eu inicialmente pensava que seria fácil e rápido, mas provou-se o contrário. Para começar foi necessário pensar que parte do jogo filmar, que partes utilizar para o vídeo

final. Dos muitos minutos que filmei, acabei por usar apenas uma alguns. A edição do vídeo é uma tarefa demorada não só devido ao processo de escolha das cenas a incluir bem como ao processo de *rendering*. A ferramenta de edição era um pouco intimidante, senti-me inicialmente confuso devido às variadas opções disponíveis.

6 CONCLUSÃO

A actividade correu como esperado, consegui manter a escrita de artigos semanalmente, com a excepção de um semana devido a responsabilidades na faculdade.

Esta actividade tornou-se numa rotina que gostava de manter, provalmente não semanalmente, mas mensalmente. Despertou em mim um interesse pela escrita em inglês e melhorou o meu sentido crítico.

AGRADECIMENTOS

Agradeço ao professor por me dar a oportunidade de realizar esta actividade por conta própria, tornando possível que eu pudesse utilizar um dos meus *hobbies* como um meio para melhorar as minhas técnicas de escrita em inglês e sentido crítico.

REFERÊNCIAS

- [1] Meu Blog: <http://guigamesplace.wordpress.com/>
- [2] <http://www.rockpapershotgun.com/>
- [3] <http://wordpress.com/>
- [4] <http://www.fraps.com/>
- [5] <http://obsproject.com/>
- [6] <http://www.cyberlink.com/>
- [7] <http://youtu.be/8U05I5FO4HU>

Neste tipo de documento (Técnico)
a Conclusão deve começar com
um resumo do assunto abordado
e depois deve valgar o resultado

APÊNDICE

COMPROVATIVOS DE EXECUÇÃO

Comprovativo

A actividade começou a 15 de Março de 2014 e terminou a 11 de Maio de 2014.
Como comprovativo em como a minha actividade durou 40 horas tenho os meus artigos para mostrar, disponíveis em <http://guigamesplace.wordpress.com/> e os meus planos de trabalho.
Coloco também aqui uma estimativa geral do tempo despendido por artigo:

Preparação do blog - 1 hora

Artigo: Castlevania Lords of Shadows 2 - 6 horas

Artigo: South Park The Stick of Truth - 4 horas

Artigo: Thief (2014) - 4 horas

Artigo: Titanfall - 5 horas

Artigo: Age of Wonders III - 5 horas

Artigo: Diablo III - 5 horas

Artigo: Child of Light - 6 horas

Artigo: Dark Souls II - 5 horas

Com isto espero comprovar a minha actividade.

APÊNDICE

PLANO DE TRABALHO 1

Sunday 11 May 2014

Dark Souls II

Plan:

- Time estimated to test the game: 2 hours
 - Real Time: 2 hours
 - Time estimated to research and write plan: 1 hours
 - Real Time: 1 hour 15 mins
 - Time estimated to write article: 2 hours
 - Real Time: 2 hours
-

My history with the game:

- I played the game for about 46 hours
- I played all the Soul series. This includes Demon's Souls, Dark Souls and Dark Souls II.
- I have played around 6 hours of Demon's Souls, not finishing it.
- I have played Dark Souls for about 100 hours, finished it once.
- *I must say that I love the series, as such you might want to take my opinion with a pinch of salt.*
- I'm very close the end of the game with only two zones left to clear. This is the end of new game, there is still new game + and onward.
- I played the game on PC, that released on April 25 of 2014. This is in my opinion the best version to play the game. The PC version has 60 FPS, better graphics than the other versions. Overall the experience you will get on PC is better. A warning though, I believe that if you want to play it on PC you will need a controller, as I cannot imagine playing Dark Souls II with keyboard and mouse.
- Whenever I compare Dark Souls and Dark Souls II will be the pc version I will talk about. Demon's Souls will be the PS3 version, as that game was an exclusive of Sony.
- I played the first 6 hours offline, but after I tried playing it online, I never looked back. The game seems to gain a certain sense that you at the same time are alone and accompanied.

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Developer:

- From Software developed not only Dark Souls II as it did the entire series of Souls.
- They also did the King's Field series, the Tenuki series and the Armored Core series, among other games.
- From Software was recently bought by the Kadokawa Corporation.

Graphics:

- The overall graphics are a clear improvement from Dark Souls I to Dark Souls II.
- We have to bear in mind that Dark Souls II was released on last generation consoles (PS3 and Xbox360), in my opinion, that limited the possibility of better graphics while keeping the performance they wanted. Although the PC version looks and plays better than the consoles, I would have loved to be able to play the version that they showed very early on, with special lightning effects. Perhaps the next instalment in the series will provide the quality of graphics that they showed, or better.
- You can check this video comparison https://www.youtube.com/watch?v=ykbT03r_9Zo (not made by me)
- In terms of aesthetic the game maintains the same dark and lonely feeling present in its predecessor. The environment are varied and well designed, you can go from foggy forests to enormous castles full of dangers that lurk at every corner.
- In my opinion the setting of this game is more interesting than the first. There are lot of hints that link the story of the first game with second.
- *I love the way that normally, when you see a source of light (normally from fire) it usually means a safe place. I remember a couple zones that I has desperately trying to find a safe zone, only to see a light coming under a closed door.*
- I love the way they designed the areas, leaving treasures to be found, enemies hidden in places to ambush you. You must always be on your best focus to not fall for traps and ambushes.

Gameplay:

- In my opinion this game has one of the best combat systems present in any RPG/ Action game. I that usually get bored of the core gameplay of games really fast, in the Souls series I don't get bored that easily.

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- The combat is made in a way to provide you total control over your character and his movement. The actions you choose to perform need to be very well calculate as a small mistake might mean a couple of hits from the enemies which might be the difference between life and death.
- You can customise your character, from the equipment they wear to the stats you want them to have.
- In the stats department you can choose from a large pool of Attributes. The Attributes are the following:
 - Vigor: determines Health Points;
 - Endurance: Determines Stamina (every action as a stamina cost)
 - Vitality: Determines maximum equipment load.
 - Attunement: Determines number of spells you can have, and boosts spell-casting speed.
 - Strength: Attribute required to wield heavy, powerful weapons. Boosts attack.
 - Dexterity: Attribute required to wield weapons requiring finesse. Boosts attack.
 - Adaptability: Boosts agility and various resistances.
 - Intelligence: Need to cast sorceries. Boosts magic defense and proficiency in sorceries.
 - Faith: Need to cast miracles. Boosts lightning defense and proficiency in miracles.
- These attributes will determine where you character will be good and bad, they will also have a huge influence in what equipment you character can equip and what weapons can use efficiently.
- The combat itself is very satisfying. Whenever you kill your enemies a sense of accomplishment fills you inside. Although if you die at the hands of an enemy it normally was your own fault, and you just need to focus more and try again.
- During combat your actions, either dodging, attacking or blocking an attack will cost you stamina. Running will also cost you stamina, but walking normally will cost you nothing. You will need to manage you stamina costs in order to be able to defeat your enemy. As if you run out of stamina and the enemy attacks, you will not be able to block or dodge his attack.
- The weapons are well varied and each has their own style. If you use a big two-handed sword you will most likely attack slow but with a lot of impact and damage per swing. If you use a rapier your attack will be fast and furious.

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- In this game, contrary to the previous one, there is a power stance. This power stance enables you to dual wield 2 weapons that share a common style, be it slash or thrust or any other type. This stance will make some of your attacks use both weapons for extra damage. You can still dual wield without the power stance, but you will not attack with both weapon at the same time, only alternated attacks will be available.
- Similar to the previous game you can two-hand a weapon to get more damage out per swing. This will also increase your strength, making you able to use certain weapons that require more strength than the current value you have.
- I believe that this game has a greater number of bosses than the first one, which might be why I think some of the bosses were easy and sometimes boring. But fear not, there is a lot of bosses that beat the crap out of me, providing tense and engaging battles.
- A key mechanic present in this game is hollowing. Your character can have 3 states, like in the previous game, hollowed(undead) or human. While human you have access to certain things that while hollowed you do not have. The key difference between this mechanic from the previous is that you have levels of hollowing. The more you die more hollow you will become, this translates in losing a portion of your max health. If you want to get your health back you simply need to become human once again.

Story:

- The story builds around your character, an undead traveler. You are seeking the cure for the curse of the undead. You will acquire souls from your enemies in order to get stronger.
- Your first mission is to acquire the four great souls. After that you will be able to go Drangleic Castle and see the king.
- The game doesn't shove the story to your nose, you are free to roam to almost every area at your own risk.
- There is however certain zones that need requirements to gain access.

Alternatives:

- I cannot think of an alternative to this title, only a recommendation to play the first either after or before this one.

APÊNDICE

PLANO DE TRABALHO 2

Sunday 20 April 2014

Diablo 3: Reaper Of Souls

Plan:

- Time estimated to test the game: 2 hours
 - Real Time: 2 hours
 - Time estimated to research and write plan: 1 hours
 - Real Time: 1 hour
 - Time estimated to write article: 2 hours
 - Real Time: 2 hours
-

My history with the game:

- I have played the expansion Reaper Of Souls for about 20 hours. Where 10 of those were to level up a crusader with friends, reaching level 42. The other 10 were to level up my wizard from 60 to 70 in the new act and explore the adventure mode.
 - I have played Diablo 3 without the expansion for around 90 hours.
 - I have not played any of the previous Diablo games.
 - I played the game both solo and in group with friends.
 - I played Diablo on a computer.
 - I have played all of the most recent games created by Blizzard.
-

Developer:

- The game was developed by Blizzard Entertainment
 - They are also responsible for creating the series of Warcraft and Starcraft.
-

Graphics:

- The graphics are OK, they are good but nothing to drool over. The good thing is that Diablo 3 runs very well in a wide variety of computers.
- In the expansion they went for a more dark and grim atmosphere, which is predominant in ACT V
- I appreciate the more dark and grim approach, in my opinion it fits the game very well.

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- The cutscenes continue to be amazing in terms of graphic fidelity.
- The environment is well design and interesting in the ACT V. I for instance hated the ACT II environment, it was all sand and nothing more.
- In ACT V you will explore houses, underground places and the city. All in my opinion better designed than any previously ACT.
- The spells in the game look great. My Wizard got a new spell in the expansion, named Black Hole, and let me tell you it's a wonderful thing to use, from a practical perspective and an aesthetic perspective.

Gameplay:

- There are 6 classes in total, one of which is only available if you have the expansion, named crusader. The others are Barbarian, Demon Hunter, Monk, With Doctor, Wizard.
- In this game your character has equipment, which drops from practically everything that you can kill or open (Treasures).
- The equipment changed in a recent patch, previous to the expansion, that was made available to everyone that owned the base Diablo III (no need to have the expansion). The patch implement Loot 2.0. The good thing about this patch is that the loot that drops from enemies is more specific to your class than it was before. You will most likely get more drops for your current class than for any other. Also the quality of the dropped items is much better. I was able to obtain several legendaries while levelling my crusader, he is only level 42 and he found at least 2 legendaries shields and 2 legendaries swords. This almost impossible to happen in the previous version of the game. They also removed the online auction house (both of them, the one with in-game money and the one with real money). I cannot stress how good this was in making the game what it was truly meant to be, a game where you feel a thrill every time a piece of loot drops and it's better than what you have.
- Besides equipping you character with wonderful items, you will also need to choose the spells he or she will use. You can have a total of 6 spells. Each spell has 5 runes that can modify the spell to do something different. For example, Magic Missile can change into a glacial spike gaining some additional effects.
- The equipment sometimes will dictate what kind of spells you will use. This is mostly due to stats that might increase specific spells or types of spells, for example fire or poison spells are increased by 14% in damage.

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- Now after all the customisation the gameplay revolves around two things, killing monsters and looting everything you see. This might seem simple, but it is very fun and a bit addictive.
- The combat is pretty simple, after you find your build, either by spending sometime testing things, or by simply searching the internet in search of the perfect build, you will find that the combat will turn a bit stale, at least for me it did. It was only a tool for me to obtain the shiny loot.
- Although simple and repetitive, the combat feels good and responsive. The challenges in this game normally come from elite and champions monsters spread around the maps, that are harder to kill and have special abilities. They usually drop good loot.
- Besides spells you also have passive skills, which most of the time will determine how you will play. With my wizard there is a passive that grants me more 15% if the enemy is 15 yards or less near me. This means I will probably be more of a melee wizard, instead of trying to run away from my enemies.
- The bosses of ACT V were okay, if somewhat damage sponges, perhaps it was because of the difficulty I was playing in.
- Adventure mode, the main mode for farming gear.

Story:

- After the Diablo III base story ends with the demise of Diablo, a new problem surges. The Black Soul Stone. Tyrael, decides the best way to deal with it, its to hide the stone from everyone.
- He finds a place to store it, but sooner than later Malthael, now known as the Angel of Death, finds the location of stone and steals it from Tyrael.
- This is basically the premise of the story. Your objective is to find and defeat Malthael, so he cannot use the The Black Soul Stone for evil.
- There is a good amount of lore to be found in journals as you explore the areas of the ACT V.
- I enjoyed the story, finding old characters from the base game, and some new characters which were okay.

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Alternatives:

- As alternatives I would suggest the free-to-play Path of Exile, and may I say that is way darker than Diablo III, to point of sometimes becoming depressing. This might be something you enjoy. Do not fear, as the free-to-play of PoE is very well done, you will never feel like other people have an advantage over you, as the store only offers aesthetic items.
- Other alternative is Torchlight II, it is more cartoony than Diablo III. It is enjoyable and with some whacky items. It is cheaper than Diablo III, which might be a strong point for you.