

# You did it!

Nicely done. Enter your name and  
take a screenshot to complete the lesson

Jack

Press ESC to quit

I thought this week's game and reading were interesting to consider in the scope of possible game design. I especially liked Galloway's description of a chart with two axes, with one labeled with "operator" and "machine", and the other labeled with "diegetic" and "nondiegetic." Having these well-defined aspects of game design was very eye-opening for me, and while I don't know exactly how I am going to implement these areas into my game (and to what extent each concept will be used), I will definitely be thinking about it in terms of how I want my game to feel when one plays it. For example, I want there to be a solid amount of operator and diegetic content in the game because I don't want it to just seem like a story game where the player is being pulled along without any choice of their own, but I also want to have diegetic factors like an inventory and user interface system that allows for some more complex puzzle solving and/or the introduction of multiple types of interactions with in-game characters. As an example, in "Stardew Valley," a farming simulator game, there are people who react differently to different items that you give them, and there are many things you can do with a given item to yield different outcomes, and I want to implement a similar feeling that the player can act largely on their own.

Aside from the readings and game design, I really enjoyed playing device 6. I thought it was an incredibly clever game, and I really liked how the world was literally built on the story that was being read, and that the puzzles offered a more "game-like" aspect to what otherwise almost read like a novel. I liked how the player had to figure out each puzzle -- they didn't tend to be spoon-fed to you, and I thought the surveys between the chapters were interesting, especially as nondiegetic elements. I was fully expecting them to have an impact on the outcome of the

game, but it didn't seem like they did. Still, not knowing this made me want to be extra careful in reading through and picking up on all of the information presented in case my memory of the story would help me achieve a better ending, and I think a similar sort of structure could be an interesting thing to explore in my own game.