

While I was coding my game, I ran into a couple issues with placing props and tiles that ended up changing how it felt to traverse the map, as well as how the map looked on the overview. I originally was trying to make a sort of labyrinth with the walls, but when I placed them down it ended up looking like two big rooms with a corridor connecting them, and I decided it looked more like a castle. My first issue was with making the walls have collision: I was able to figure it out for most of them, but some of the walls (the ones that go from top to bottom on the screen) didn't function the same way for some reason. Because of this, when I played the game, the walls almost seemed like they could be archways or broken-down, ruinous walls. This made the "castle" I originally envisioned the player exploring seem more like an old ruin that the player had found and was searching through. Because of this, I hid the treasure chest behind some shrubbery and changed the text to convey that it had been looked at previously.

I thought that the difference in perspective between the wall having collision and not was similar to Walton's idea that a prop's meaning is built from both how it functions in the game, as the wall was only a wall so long as you could walk into it. Without collision, it functioned like an arch, or perhaps a window or secret passageway. I thought that certain objects functioned similarly in Unpacking, as I didn't always know what an object was, but its designated spot in the game coupled with my own interpretation gave it meaning. For example, I thought the vegetable peeler that was shown in the presentation in class (the little yellow thing) was a bike lock, so I was always confused why it was indoors, but when I saw that it went in a kitchen drawer I just assumed it was some sort of cooking gadget (I had to look up the actual meaning afterwards). I thought it was interesting how the objects sometimes didn't quite resemble my mental image of something, but I reassigned value to them based on how they were used in the game.