

LoZ development

- Was worked on at the same time as Mario
- In contrast to Mario, the gameplay was non-linear and forced players to think about what to do next.
- It encouraged communication between players to share secrets and ideas.
- With the game, Miyamoto wanted to flesh out the idea of the world even more, giving players a "miniature garden they can put in their drawer". He drew his inspiration from his experiences as a boy in Kyoto.
- Idea of exploration, being lost without a map; sense of limitless wonder through unknown exploration, stumbling on amazing things
- Link was named to connect the players inserted into this world with their interactions. He was a blank slate so that players could fill him with their personality.
- It was designed as a coming of age story for the player, Link would get stronger from trials and adversity.