Hermit:

<https://github.com/LingDong-/Hermit>

I was very inspired by the elegance and conceptual simplicity of Hermit when we watched the video of it in class. In particular, I am interested in the way Ling Dong generated his man, and would like to use a similar process to have my character change as he progresses through the forest. I am also interested in seeing how he pseudo-randomly generated his environment, as similar logic will apply to my own project.

Pygame platformer demo:

<http://programarcadegames.com/python_examples/show_file.php?file=platform_scroller.py>

This provided me with a good approach for how to implement a sidescrolling camera and was a useful introduction to the pygame module. While this was a good learning tool, however, the way it deals with levels is really tedious and I don’t think it would scale well to large games.

The Beginner’s Guide:

<https://en.wikipedia.org/wiki/The_Beginner%27s_Guide>

This game changed my perceptions on what the purpose of videogames are, and what qualifies as a video game. The game is made up of “half-finished” games that together, provide insight into the character that supposedly created these games. The Beginner’s Guide is much more about having an experience than testing one’s reflexes. This game is partially the reason I took 112, as it showed me that it is possible to make an interesting, artistic game with a very limited scope, and I hope my 112 term project is the first of many games to come.