

After playing around with Godot for a bit, it was clear to me the capabilities of Godot are much greater than that of Bitsy. It also has the potential for more interactivity with the player, or as Galloway would say, the “operator”. When I was messing around in Godot I was mostly just following the tutorial and trying to figure my way around the user interface. I believe with a bit more practice, I will have a better understanding of how the features on Godot work and how to build a game with no instruction. I found the tutorial, “Godot on Godot” to be a helpful introduction but I was still a bit unclear on what some terms meant like “node” and “scene”. However, building my own little game helped shed some light on what these terms mean.

According to Galloway’s four quadrants, the x-axis is operator on the negative x-axis and machinic is on the positive x-axis, and where the y-axis is diegetic on the positive y-axis and nondiegetic on the negative y-axis. My game is simply a two tentacled octopus moving around the game screen (it is just the tutorial game without the enemies). According to Galloway’s four quadrants, I would say my game falls in the operator and diegetic zone. The only possible moves in my game is for the operator to move around the character, which is part of the narrative of the game (diegetic). There aren’t many nondiegetic parts of the game save if the game crashes.

