

GitHub Repo for this week: <https://github.com/Nithil-Suresh/undertale-like-main>

This week on Godot, I worked on adding new items to the first level template. I added various features like trees, shrubs, statues, and other various objects. I am still learning my way around Godot, trying to figure out the many buttons on the panel, which seem a bit intimidating at the moment. I think there will be a bit of a learning curve to figuring out how to use Godot and what is the best way to use it. I am also thinking about creating my game on Godot.

The objects on Godot are composed of several tiny pixels, which we give meaning to by using our make-believe. A clump of green pixels sitting on top of a narrow line of brown pixels represents a tree to us. By giving roles to these otherwise arbitrary objects, we are taking part in a sort of prop-oriented make-believe. This is similar to what Walton mentioned in the reading when talking about how we identify the men's restroom by a picture of a "guy" and the women's restroom with a picture of a "girl".

We can also see this with the objects in this week's game, *Unpacking*. In unpacking, the objects are also pixelated and we give meaning to them, another example of prop-oriented make-believe. For instance, one of the objects in the game was a large black outline with some text in the middle and a circle of gold pixels, which I identified as a diploma using make-believe. However, I also went further when I came to my own conclusion that the girl in the game must have graduated college to get the degree and the fact that the diploma usually went on the wall of her room meant that it was important to her.