

First, please talk about the presentation you had on Monday about casino games.

The presentation on Casino games gave an interesting insight into the value of networking and considering all options in the job market for our skills. I honestly wish we talked more about the actual game part for the conversation but Kwanele had very good questions and she had very good answers for them.

What are your thoughts about how they are created, their purpose, their place in gaming?

I personally still dislike Casino games as a type of gaming but I do appreciate the effort in creating them and obtaining the IP for branded games as well. I think they are a good example of how games can negatively impact a player while still fulfilling their purpose.

Additionally, how well you felt the Minecraft project went. What did you like? What were some of the challenges?

I feel like the minecraft project went well. Despite the fact that working in the Forcecraft/Salescraft thing would have been an interesting challenge, I'm glad that we were able to work in base minecraft so I could contribute. I wish I had accounted for more possibilities and communicated my ideas more effectively to the group but in the end everything turned out fine.

What would you do differently if you had to do it again?

If we had to go into this again I would try to have more of a voice in the group discussions as opposed to just one on ones and hopefully not have to mess around with code as much to get individual command blocks to be working. I also would put more of my time into the project since I have a working home computer now and would not have been limited in the beginning like I was this time.