

I would like to start this reflection by expressing my distaste for Jonathan Blow. Like we discussed in class I think his takes in the documentary we watched in class. While the mechanics in *Braid* are very impressive, particularly the time reverse mechanic, it is frustrating because Blow acts as though he invented the sliced bread of video games. Additionally, though the message of *Braid* was impactful, it was not immediately obvious from the get-go. I agreed with what Tara said in her presentation, that it was not obvious what historical event the game was about until basically the end. I feel if Blow wanted to make a more impactful game, I feel like he should have focused more on the narrative and flow of the story. But it is also possible that I wasn't paying enough attention. All of that aside I just do not like it when people act like they are the smartest in the room.

Ok now that that is taken care of, I can now reflect on Jagoda. I agree that experimentation can add depth to a game. I also found the different types of experimentation (mechanical, conceptual, aesthetic) interesting. For *Braid*, I think that the methods mechanical experimentation is strong, like we discussed in class. Particularly the game loop and how Blow figured out how to save the data so that the player can reverse time at will (within each level). The aesthetics of *Braid* are also quite impressive, the visuals, but more importantly the music. I thought it was so cool how the music reverses when time reverses. That was my favorite touch of the game. Conceptually, I think *Braid* is also quite experimental, but to me personally, the story still falls a bit short. Maybe I just did not pick up on it fast enough, but I think it could have been more explicit that Tim was not a good guy or that he was not "saving" the princess.

Lastly, I want to reflect on how my game is going. I attached my game loop below (I hope I understood the concept.) So far, I am still working on the story, and I haven't started coding yet. I plan on starting that part next week. I am still having a great time devising the murder and planning out all of the mechanics. I also added my word documents to my git repo as updates!

Game Loop:

1. Player is introduced to the story and the murder. Descriptions of the murder, victim, and suspects is provided
2. The player is then given access to explore possible locations and weapons that were used
3. The player will explore different locations and weapons until they want to make an accusation
4. The player will repeat step 4 until they make a correct accusation and win
5. If the player makes 3 wrong accusations the player will lose.