This week game wise has been my favorite so far, reading wise, it was somewhere in the middle, and coding wise this week has been my least favorite.

Unpacking the game first (haha see what I did there :)) I really loved *Unpacking* and I'm glad I chose it for my presentation. At first, I was a bit confused by the game. I didn't know if I was putting the items in the right places and that really frustrated me, but after the first level I relaxed and just thought about each item for what it was (which sort of ties into the reading which I'll get to later.) Taking the game at this slow pace allowed me to be more reflective and I started to appreciate the game for what it was. It was very nostalgic about how quickly life can move and things can change, but how some things remain constant. Seeing the purple mug and pig stuffed animal every level grew to be a comfort, and I enjoyed knowing exactly where to put them every time. I also found myself beginning to root for the main character as she went through the phases of her life.

Turning now to the reading, I found it a bit dense to parse through at first, but once I really sat with it I found myself beginning to understand it. Walton says we use props to connect make-believe to real life and that we view props as symbols of more complex ideas. Walton uses the idea of a frisbee. People who see the frisbee as a frisbee are able to play the game with those rules and aim to catch and throw the frisbee. However, when a game becomes prop-oriented, the frisbee is no longer a frisbee and could become a flying saucer. This switch changes the aesthetic consumption of the game by adding another layer to it. This connects to *Unpacking*, because the objects we are unpacking are not the objects themselves, but symbols of the progression of the main character's life. The game becomes prop-oriented and there is another layer of enjoyment to it.

Finishing my reflection with my thoughts on Godot, I don't think I like it. I think I am still getting the hang of it and there are a few mistakes in my code submission this time, but I still think I like Inky the best out of what we have done so far. I am hopeful that as we continue to work with Godot, I will become more comfortable with it.