**Time for Rework?**

Hello everyone, my name is Keith Simmons, and I am a 3rd year student in the Niagara College Game Development Program. Game Development, and more specifically, Game Design is something I truly enjoy. I am always thinking about game designs or mechanics and how to make things better. When I say better, I mean more enjoyable for the player, for example, making an inventory system more user friendly. This blog will be perfect for you if you are an up incoming game developer, a veteran game developer or an avid gamer in the Action Roleplaying Game community.

With that being said, I would really like to focus this blog on all things game design. From new mechanics and systems to character designs from all my favorite Action Roleplaying Games and how I would improve upon their current iteration. Games like Diablo and Path of Exile have interesting crafting systems. Diablo 4 has the tempering system that has drawn the ire of many in the Action Roleplaying Game community for its randomness on top of randomness that can wreck your item whereas the Path of Exile crafting system has been labelled far to complicated and that you need a “University Degree in Crafting” just to use it. Warframe has many older Warframes that just can’t keep up with the current level of power creep and players that love those frames beg for reworks, so that their favorites become a viable pick that they can enjoy playing in current content. These are examples of things we will be discussing and how these systems or characters can be redesigned so that players can have an enjoyable time playing them.

Why do so many of the bigger games have systems that players absolutely hate and yet they still have millions of players? What about those designs that attract players to their games? If people hate it, then why do they still play it? These are some of the questions I have had for a while and this blog will be the place where I will dive into some of the mechanics and systems of these larger games and figure out the answer.

In the next post we will start with the crafting examples I laid forth earlier in the blog and how we can make those systems better for the player while keeping the lifespan of the gameplay long. Until next time, stay safe and keep gaming!

A video game screen shot of two men standing in front of a house

AI-generated content may be incorrect.