

My name is Damian Sclafani, and I've had a lot of video game experience for at least 10 years, maybe more. The big earliest games I remember playing a lot were Skylanders, and Team Fortress 2. However, my early game experience didn't stop at just playing video games. When I was a kid, I would come up with numerous game ideas that me and my friends would play. These games usually were centered around the foam weapons I had that we would use for combat. Once I moved to South Carolina, the games that I came up with changed from backyard games to tabletop games. As far as how long I've been wanting to learn how to make games, that thought has been with me for a while now.

The two games I'd consider as favorites are Night in the Woods and Inscryption. However, I will talk about Inscryption here. I really liked this game since it played well, had an amazing story, and had great art and music. It is a very interesting horror game since it starts as a horror card game. Similar to a dungeon crawler style game. The game has a very unique way to tell its story and continues to be a good game even when it changes the entire game on the players multiple times. Overall, Inscryption is one of the best games I've ever played.

Picking a worst game feels difficult to me, but I think my answer to this would have to be Genshin Impact. The game has amazing art and music, making it nice to appreciate the scenery that the developers have created. However, the gameplay makes the rest of it fall short. It takes way too long to make progress sometimes. It being this type of rpg means that if it takes too long to make progress, most players will end up skipping through as much dialogue as possible just so that they can complete the mission and move to the next. I don't really tend to think too negatively of games, and I do believe that Genshin Impact would be much better if it didn't take several hours to make a lot of progress. But as it stands, I believe Genshin Impact to be the worst game I've played.

The aspects of game design I want to learn in this course is about how to use my coding knowledge to actually make a video game. The best takeaway I could get from this course is the feeling that I could just think of a game I want to make and be able to make it myself. Technically, I could do that right now, but I hope to get more knowledge of the topic from this course so that I'm not Googling everything from scratch the next time I want to do a project like this.

My motivation to make games has always been to spread joy to others through my dumb little creations. I don't know if I plan on making game development a full-time job, especially not anytime soon, because I hear a lot of negativity regarding game development as an actual job. However, I still want to be able to make games that I can put out there. Whether or not I'd make money from these games is not my first priority. If possible, my goals for game development is to make a good impact on the gaming scene. I would much rather make a free game with a good story than a game meant to suck money from anyone that plays it.