

Assignment 3 - Stardew Valley/Github Repo

Part 1:

1. How would you describe the gameplay loop?

The game play loop is very rpg style. You execute tasks consistent with the players life and how they would act. In this case, with stardew valley, a former CSR for a massive corporation who chooses to break from this life like his grandfather and pursue a life as a farmer. There appear to also be dungeons and a strong emphasis on building relationships with the other locals.

2. What did you enjoy about this game? What did you not enjoy?

The game seems to have a lot of depth. The game play allows the player to put effort into making this farm their own, including leaving it a blank canvas. This allows the player to create unique designs as they go rather than a cookie cutter experience for each player. This isn't the type of game I feel you could play for 30 minutes and be able to review. It will easily occupy a lot of time and easily fulfill my personal standard of 1 hour of good gameplay for each dollar spent on the product. While the graphics are done in a retro bit style, I think this is actually a good thing. Similar to titles like Team Fortress 2 they are kind of timeless and avoid the age paradox that the more photo realistic titles have with obvious aging because of limitations of older graphics engines. The only thing I found somewhat frustrating was the new player experience. This game starts, but doesn't give you much obvious direction off the bat. In Fact I got about 20 minutes in before finding the journal with quests and goals. I think adding a short tutorial phase would improve the experience for new players.

3. What strikes you as difficult to implement here?

I think for this title they did a great job breaking little things up to build a great overall product, which is what I actually think is the most difficult part. I think this title made a great gestalt where added features don't seem to out-balance other sections of the game. In a game like this there typically is a delicate balance that needs to be found so the game has the goldilocks zone of difficulty.

Part 2:

Github Repo: https://github.com/Scrub-Sauce/CS4423_GameDevelopment.git
My final project will be in the "Final_Project" directory.