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GAT211

Lab Report 6

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1. **Introduction**

These maps were both an attempt to create something quicker than and not quite as polished as some of my other maps and lab reports. I’m pretty sure I’ve failed at least in the mapmaking part. The first one, a region map, was supposed to be a quick planet-wide map with continents broken up into no more than ten discrete countries. The game to go along with it was one of my own creation that partially simulates the politics at play in the contemporary Middle East. While the mapmaking itself only took about 15 minutes, naming everything and then coming up with even a slightly vague set of rules took longer than I imagined. I kept finding some new problem that would make the game unplayable or make no sense. After about two hours of fidgeting with the rules I stopped myself, realizing I could just keep going and going and that was exactly what I was trying not to do.

The second map is a 2D grid based map that would presumably be used in the game *Persona Q*, a game I played recently and enjoyed quite a lot. What I quickly discovered, however, is that the maps for that game (and there are over 20) are finely-honed through thousands of hours of reiteration of playtests. As I kept thinking about all the different mechanics at work on any one map, I realized it would be insane for me to try to make a map that would come close to level of those that actually exist in the game. What I decided to do instead—after debating whether I should even try to continue down this path at all—was to use just a couple of the mechanics from the game. I also decided I wouldn’t be as tight with the spacing as the real maps. Still, this option also took longer than expected. The first map didn’t work out at all, causing me to change to a different mechanic altogether. Then I just made certain parts of the map on a different page first, deciding to create complete areas that I could then fit in to complete map later. The first attempt at trying to put those areas back into a complete map ended with a complete mess on the page with multiple cross-outs, with tiles and arrows all over the place. Finally, on the third try, and after two hours since starting, I was able to finish it. Well, hopefully I can make this lab report shorter, though now that I’m looking back at the length of this introduction, it doesn’t look good.

1. **First Map – Creation**
2. **First Map – Scan**
3. **First Map – Intensity Curve**
4. **Second Map – Explanation**
5. **Second Map – Scan**
6. **Second Map – Intensity Curve**