Tucker Amend

GIMM 350

Coding Research Strategy

September 10, 2019:

Upon doing research for coding so far, the way I go about finding resources is I typically start by searching the concept/idea of the function. For example, one of the big parts of my game is random map generation, so I searched “Random Dungeon Generation C# Unity”. From there, I start narrowing down results, and I have found that when it comes to developer blogs, they have a gold mine of information about their implementations. Of course, the official documentations from Microsoft and Unity helps, but when looking at what some other developers have done through their blogs refines those ideas. One resource that I have found to be useful was Envato tut+, which are tutorials for a bunch of different subjects and one covers game development with examples for Unity specifically (check out [here](https://gamedevelopment.tutsplus.com/categories/unity)). It’s great for finding what you need specifically in unity that has already been thought of and done before.

Tucker Amend

GIMM 350

October 8, 2019

**Philosophy Response**

When having our philosophical talk during class, I got to thinking about the differences between games and reality, and the utility that these simulated worlds bring. When it came to discuss first person shooters, I thought directly about Call of Duty. While it might not be directly accurate for how war is had in the modern world, it still *could* be the way it is in the world. I saw it as a simulated scenario of what could happen, especially with every multiplayer online match. Then it brought me to thinking about a game that was made that got players to make complex protein shapes, that while it was available, was used to study what could be done to help handle cancer in real patients. Driving a point of what is simulated and what is real, I say that video games must take some realism into them for them to even exist, even if its something small like moving a ball from point to point, to something in-depth like a narrative with deep character developments and decision making. Then, lastly, reminded me of this video I watched about what games are like to people who don’t actively play them all the time. (link: <https://www.youtube.com/watch?v=ax7f3JZJHSw>). It was interesting since it tackled this thought that most new players who try games try to relate the real world with what they can and cannot do within them. Aside from the struggle of learning controls for games, it was a discussion about a hidden language that gamers know that non-gamers don’t.

Coding Research Strategy

December 11, 2019:

So far, when it has come to finding coding resources for adding/modifying my game, not much has changed since I first wrote my strategies. I have found that simple task are the easiest to find as help, but further complex topics are harder to come by or you have to buy for these courses. Most of the time now, I find that what I look for is the smaller stuff anyways, and from what I find I can try to implement in more complex ways.