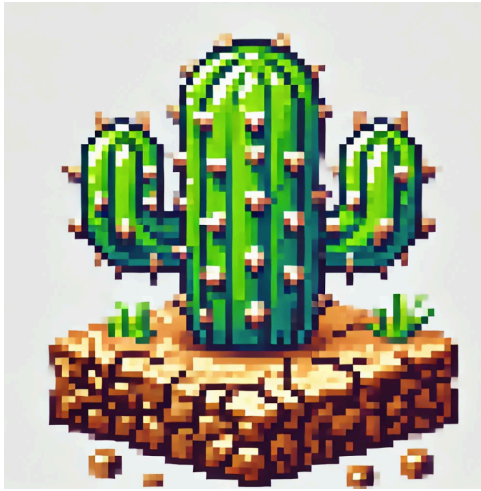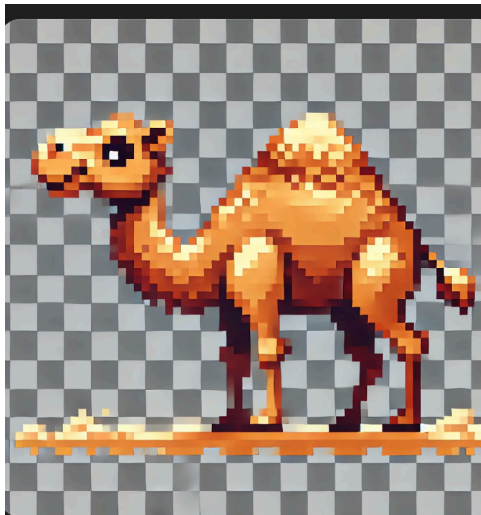**New Sprites:**

Cacti

Water droplets that represents energy

Camel

Rattlesnake:

Feedback from game pitch: add more narrative elements to the plot/game

Implemented feedback:

I do agree that my game currently lacks a narrative as there is no backstory behind why the character is stuck where he is as well as the direction in which he is going. However, upon brainstorming some more, I think I want to play off of the idea of it being a dream given the name 'Desert Dreamer'. At the end of the game, the character will have realized it was a dream and escaped. During the game itself, I can include mirages of the character's real life that play in and out very briefly as the character continues to avoid the obstacles. As the game progresses, there will be more clues revealed indicating that the character is actually just dreaming. These fragments will gradually help the player (and the player character) piece together what's really happening.

Godot Texture to Import:

Sand (for the landscape):

Reflection:

Clune writes that "everything that happens in a computer game happens ten thousand times", and this repetition is central to the game. The main character is in an endless loop of running through the desert, jumping over the obstacles, and avoiding the dangerous animals. However, with each step, the player learns more about the character's real life outside of this dream. These moments echo Clune's observation that games allow us to make "contact with the reality beneath society", as each mirage becomes a flash of humanity in another landscape. Clune also mentioned that "the game isn't made to be looked at. The game is a way of looking." In Desert Dreamer, the focus isn't on the character or the landscape, but on the mirages that briefly flash into view. These mirages can be seen as a way of looking—offering glimpses into memory, emotion, or something deeper beyond the surface of the desert.

Overall, developing the different plot pieces of the game is going pretty well. I think I have a solid outline, sprites, and a narrative going. I am a little nervous to start coding and getting into the specifics within Godot. However, I do have a plan for where I am going to start and what I want my end goal to be. This will include a short play by play of the character running through the desert, collecting water, and gaining energy. I also want to include a scene representing a mirage occurring during the game. I do not think I have the time to program multiple levels or multiple mirages.