dev.log entry Blue

This week has been full of head games. Creating a completely new card game is very challenging. You must think a different way. Card games are full of rules and require your full attention to be successful. Jemon and I created this card game called RUN. I explained this is my other dev log but this week has been preparing for it and creating the website and the video and the game play. I never noticed how much goes into the presentation of the new game. We have tested the game several times and have added little key points to make the rules and directions easier on the player. What I found most challenging the creating the video for the gameplay. Filming card games is very different from board games or digital games. You must show everything from a first-person objective.

I played *The Sims 4* this week. The Sims has been around for quite some time now. I never really played any of the older games. I downloaded the game from steam and went at it. This game is built for the creative mind and stimulates your ideas and inspires you to do more. For a game without a story line I found myself extremely entertained and obsessed with how custom I could make everything. The mechanics are simple, clicking is really everything and then dragging and dropping. The atheistic is calming and creative and the dynamic is to build the most customized town you want! Its very open the player and their ideas.