dev.log entry Bronze

This week has really felt like everything I have learned about game design is coming intro play. This modified board game is a real challenge because you must think of new mechanics that can add to the normal game dynamic but make the aesthetic change to another emotion while playing. For my group we are reimaging the board game *Sorry*. So, this board game is already very different than most other board games. We have added dice and special game cards along with custom cards. We are thinking of naming the game something like Sorry not Sorry. I have the ring that has to it. Were going to have different mechanics like player vs player dice battles and stealing turns. I can’t wait to test it and see how everything will turn out. Also trying to simplify the instructions to two pages is a little bit of a challenge.

This week I played Bloodborne for the PS4. I found this game fitting for Halloween. I was surprised at how hard the game was. It is made by the same company that made all the Dark Souls Games. BANDAI NAMCO, From Software I believe. The game has a dark environment where the levels are strategically laid out to scare and surprise the player. The aesthetic is very stressful. Every time the player dies you are restarted all the way back the beginning of the level. So, you have3 to learn your surroundings each time the play the level to beat it. This is a very different mechanic for an RPG type game. The dynamic is simply to just getting through the level and learning everything you can to do so.