dev.log entry Gold

I can’t believe I’m already working on my final game for this class. I have learned so much throughout this semester. I am working on getting our board together for the final and working through different opinions from everyone in the group. I feel more comfortable speaking my mind by this time in the semester. I have learned what works and what doesn’t and I taking a lot of feedback from the player text on our Sorry Not Sorry game. I want to make sure the players not confused about what’s going on to start the game and get their characters around the field. We are going to have play text this game a lot more then the others in the past. Since this game is completely custom, we must think of every scenario and make sure everything makes sense mechanically. I think that’s the most challenging part of the creating side of these projects. I have learned a lot about the game board that makes it easier on players to determine how to play. I made sure I put clear areas for where to start is and what your objective is.

This week I played the Sims 4 University. This game has been highly anticipated and really gives a different take on the Sims. This expansion has story and dialog along with real goals to complete throughout a university life. This is a big chance from a game with a custom story line. I found the life of the sims to very pleasing mechanically. The dynamic to the same, just live your life and figure things out as you go.