dev.log entry Green

This week I played Black Desert. This a Korean RPG/open world PC game. I have really been craving a new and exciting RPG to pour my soul as a gamer into. I went on YouTube and started researching great RPG gameplay. This was to see if I could find a game that fit all the requirements I have as a player. This one did. The art style is anime and just beautifully clear and detailed. The environment surrounds you and have tons of detail with life and movement. The mechanics were a little hard to figure out this being a Korean game and all. Things were a bit backwards, but once I got used to it everything seemed to flow perfectly! The learning curve went by very quickly.

For the exercise I did this week, *Exercise 4.3: Skills List the types of skills required by the games you enjoy. What other types of skills do people enjoy that you could incorporate into the games you design?* For me I love puzzles incorporated in adventure style games. Puzzles that keep the player involved in the surrounds of the games therefor pushing them deeper into the story behind the game. I would add this feature to a game that I would design. Along with complete character customization for characteristics and weapon mechanics. I want the player to9 feel that they will have full control everything in their own personal gameplay.