dev.log entry Indigo

Going through my feedback for my Card game is a very eye-opening experience. I love and hate this part of a creative field. Overall, I’m happy the main concept for the game came across clearly. I’m happy to see what mechanics were challenging for other players. It makes me see more clearly. A lot of players said 1 round took a long to play so maybe I could make a change with different rules for players to put down there cards more often. Or just make the game have only one round. I also noticed we overused the term “suit” in the instructions which made some things confusing for players. Rookie mistake. I major change I think we should make is having multiple ways to obtain a run. Other than that, I thought the player seemed to think the game was a success.

I played *Dead or Alive 2* this week. I love PlayStation now for trying out new games. This game I grew up watching my dad play. I always loved the anime feel to the game and the graphics that seem to still be ahead of their time. The game mechanics are very easy to figure out and have some advantages for button mashing players. The dynamic is to attack the other player until there health bar is out. There are special moves for each player and each round is timed. This adds the anxiety aesthetic. At the same time, you feel this constant anxiety you also have a very pleasing moves list unique to each character and player bendability. What I found very fascinating for this type of game is the story line included with it. From start to finish the player is fully invested in the characters dialog and wants to player each one to find out there story.