dev.log entry Magenta

Reflecting on what we have done over the past week. I’m already starting to feel more like a Game Designer. We played card games and talked about the mechanics and analyzed different card games and ways to play. This was a very interesting approach sense most all games started with cards and before that, even dice. Every game has mechanics, dynamics, and aesthetics. These are the basic mechanics, the reason you play, the objective and a way to accomplish or win your objective. Every game requires a certain state of mind that must completely immerse the player. Even something as simple as a card game must have a player fully captivated in the gameplay to be successful.

This week I tried a game that I have never played before, I chose to play *EA’s Madden 19*. I usually stick to roleplaying or adventure games, even shooter and fighters I play normally. I never play sports games. With my first attempt, I was completely lost on the how to control the player. However, what came into my thoughts was I knew the basic mechanics of how to play, so this made me use my instincts. Then I thought, what are the basic mechanics? For starters X is usually jump and the right joystick makes the character walk or run. See that’s a huge start. As a game Designer you have think about the players instinct for them to play your game correctly. After figuring this out I was able to look at the menus and side panels to figure out what my objective was and how to get there. I noticed this is a type of mapping and it came very natural to me when playing a game style that I had never played before. All these things I noticed right away are the mechanics of the game. The dynamic is it works off a rule-based system and requires points to win. The aesthetic is the emotional stress if the player while running with the football and the excitement of getting a touchdown.