dev.log entry Orange

This week I played Sly Cooper. It was available on PS Now and I have always wanted to play it. This game is a Player Vs Game format in third person. You play a Racoon that is thief and go on sneaky adventures. This game has so much to offer the player. There are different worlds and level bosses along with move customization and upgrades. The mechanics of the game are very basic PS2 buttons, X for jump and O for gabbing moves. Square is to attack, and Triangle is special move. There also picks along the way that can grant you extra lives. This combined with special item finds by exploring the map carefully, can help the player upgrade their character. The game is made of levels and minigames, so it keeps the player extremely interested and entertained the entire time. The dynamic is simply beat each level boss until you finish game and gain all Sly Coopers moves and become a master thief. The aesthetic is to be patient and diligent, and learn your way through each level as they get harder and harder, challenging the player timing and will to play.

For my exercise from Chapter 3 this week I choose to do *Exercise 3.4: Objectives List ten of your favorite games and name the objective for each. Do you see any similarities in these?*

*games? Try to define the type or types of games that appeal to you.* So, for my list of Favorite games I choose, Rice of the Tomb Raider, Shadow of the Tomb Raider, Crash Bandicoot, Spyro, Horizon Zero Dawn, Kingdom Hearts, Injustice, God of War, Jack and Daxter, Rachet and Clank. All of these games mean so much to me and got me through some real tuff times. The main objective of these games is to explore and beat levels to the final boss of the game and win. I have found that I very much enjoy adventure type video games. Ones where an online world isn’t necessary. I think that’s why I tend to be more of a loner when It comes to playing games. I find that all I need is my brain and an amazing, interactive game world and a story.