dev.log entry Red

I did an exercise from chapter 1 that reflected on five different points in my life and I had to make game scenarios for each. The instructions were as follows; *Exercise 1.3: Your Life as a GameList five areas of your life that could be games. Then briefly describe a possible underlying game structure for each.* So, the first thing that immediately pops into my mind is the 90’s cartoon show *Rugrats*. I though back to my childhood naturally and remembered playing outside in my backyard on my swing set. This was a common occurrence in Rugrats so what I would do would be to make a game that features me in the third person, exploring my backyard. My yard would be the game world and the player would control me and follow through with missions. I would also totally make a game about my middle school punk rock phase. I would have where the character can be designed how the player wants using punk fashion and the gameplay would have a feature almost like a mini game of playing a part in a punk rock band like *Guitar Hero*. Then for high school, I would make this game something like *The Sims*. You can alter the characters look and help them live through high school drama and relationships and even drug experimentation. There would also be a game for my more athletic side, you would attend dance practice and compete in dance competitions. I would add a feature where the player can design the dance costumes down the stages and venues, even down to travel. This game would have more of a *Madden 19* feel. The fifth game I would make would reflect my artistic side. This would be a coloring type of therapeutic game, like the Loony Tunes drawing game back in the 90’s for the PC. Just music and learning to draw and color digitally.

I played *Animal Crossing Pocket Camp* this week. I played *Animal Crossing* when I was a kid on the GameCube consol. So, I was really interested how the new updated graphics looked and the fact that it was on my phone was cool. I absolutely feel in love with it! The game has a ton to keep the player busy and a very big open world for an app game. The game has daily missions and prizes for signing on, it also has over 100 different interactive characters. The game allows you design your custom characters along with your camper and your campsite! The mechanics are very entertaining and addictive. Using your finger by dragging along the screen the character will walk or run, tapping on a character allows your talk or trade with them. The aesthetic is very sweet and pleasant, it’s a very relaxing game. Dynamic would be to design as much as you possibly can earn in-game money to allow you create more designs.