dev.log entry Teal

This week I have been thinking of new ideas for a card game for my upcoming assignment. I have grown up playing cards games my family would always teach me new one every couple of years. The older I got, the harder the card games got too. This made me love to play cards on holidays and family events. So, one of my favorite cards games is called 5 Crowns. You basically have ten rounds and you start with 3 cards each and add one card each round. For the round you’re on that number is wild. The objective will be the first person go out with a run or a set wins that round. So, for my card game I wanted to add some these mechanics. I first decided to make it a point-based system and have the player with the least amount of points at the end of 5 rounds wins. Then each player should have 13 cards each and the main objective would be to get a big run. So, ace through king all the same suite with jokers wild to make things a bit easier. Players will draw cards to create their run and discard unwanted cards to the discard pile. I would also use two decks so there could be four jokers for bigger parties. Once a player goes out with a full run the rest of the table must go out after one draw and one discard. Cards not in a run will count against the player face value. The payer at the end of 5 rounds with the most points added will lose. Your objective is to have the least amount of points possible. This game will be called RUN. I really can’t wait to test this game out! So happy I got to add my favorite mechanics and deck style.

The new game I played this week was *God of War*. I had played the old games for PS2 and I just always wanted to play the new one for PS4. The game graphics are amazing, the mechanics were a bit weird. You can control the main player and his son, but his son is very hard to remember when your so focused on yourself. The dynamic is a straight-line story and requires focus from the player. The aesthetic is very stressful and curious at the same time, you find yourself completely immersed in the world. Once playing the game for several hours I got the hang of it. I really enjoyed the puzzles thrown into each level it gave me lots of interesting breaks from the main story and fight scenes.