dev.log entry Violet

This week has been a very busy planning week for me. I have been thinking about the way to change the game mechanics to an already made board game. I keep thinking of the game *Sorry* and how that game has such different mechanics than other board games. For example, the housing system. Like the objective of *Sorry* is to have all your colored pegs in there house first. It has player knock outs and send back to starts as well as playing cards. For *Sorry* the playing cards are how, the players know how many spaces to move in the game. Each card has specific instructions. So, I think we could add something like dice and make the player have roll of the number they picked up on the card before they move their peg. I have a bit of a creative block though with everything else. Perhaps adding a currency to use throughout the game would make it more interesting.

The game I played this week was *Kingdom Hearts Three*, this game is so amazingly beautiful. The animators really went in over time trying to make this game the beautiful legend it is. I really love kingdom hearts over Final Fantasy games because the player control is fantastic. You have control over Sora’s every actions and fighting is based on your reaction and combo timing. The mechanics are “old style” PlayStation mechanics. Combos between X, Triangle, O, and Square. The aesthetic is very observational and calming but during boss fights you will find your self wanting to scream to anger. I found the story line very cute and the details of each character are very well done. The dynamic is level-based story line with boss fights to unlock the next level or “world”. I enjoy the fighting so much in this game because there is such a mix of buttons and emotions during a boss fight. You can use magic or all weapons along with team battle supers.