dev.log entry Yellow

This week has really made me feel and think like a Game Designer. I have been working all week on my prototype analysis for my project for Mario Party. This was so much fun to make and plan out. I first studied the digital game and how the gameplay could be transferred to a physical board. Once I figured out the mechanics, being choosing a character and rolling the dice to see how many spaces you go, depending on weather you land on a green or red dot, you either gain coins or loose coins. For the dynamic, the player with the most stars at the end of 10 turns wins! I created this prototype by creating a custom board image in photoshop based of the levels of the game and printed it out in four pieces to glue them together on a blank board. Then I made the playable characters for the players and made all the items to resemble mini games at the end of each turn. I also made cards for the game mechanic of players being rewarded with coins and having a random mini game appear after each round. That way this kept the random events happening throughout the game physically.

This week I played *Diablo 3*, This game is a third person role playing game. It has an upper camera angle which seemed to feel weird for me from playing adventure games. The mechanic buttons seemed very off and were hard to figure out. The Aesthetic is stressful but interesting. Picking up the best drops from bosses is the main dynamic of the game.