1. Reflect on your work this past week as a game designer. This may include a thorough description of the assigned readings (that clearly indicates you read and understood them) or in-class activities, playtesting, or game design assignments.  Longer does not always translate into better, so strive for distilling something that struck you, some observation or insight.  (1-3 paragraphs)

Game Design Workshop: Chapter 2 The Structure of Games

The main take away from this chapter for me is that games are very different from each other. However regardless of how different they are, games share some very common fundamental elements. Games share players meaning that they have players. Objectives, meaning that there are goals that the play can achieve to win the game. Procedures and Rules indicating what the players have to do, can do, and can’t do in order to meet the objectives. Resources of value for the player to assist them in meeting their objectives. Conflict forcing players to work against each other in order to meet objectives. Boundaries, defining where that game takes place. Outcomes, such as a winner or a looser. The chapter does a decent job explaining this and comparing Quake to Go Fish in that they both use these elements yet they are two totally different games. However, the chapter goes in further to discuss concepts that engage the player. Presenting challenges to the player creates conflict and tension amongst the player(s). Play is a very important concept that the chapter discusses. Play is abstract idea however, is defined as the amount of free movement in the world of the game in order to meet objectives and meet challenges. Premise is a pretty important element to have in games today because it gives the player the feeling that their choices in the game matters and has outcomes as the play through the game. It submerges the player in the fantasy of the game’s narrative and makes the world more real. Character piggy backs off the emotional of the player and in creating a fictional person that the player cares about or hates.

1. Play a game you have never played before. Describe the game overall and why you chose it. Give a brief overview of your experience with the game and **describe in detail the game's mechanics, dynamics, and aesthetics.**You may also wish to include a link to the game and images of the game (list the source of the image if you did not take it with your own camera). (1-3 paragraphs)

Sigi: A fart for Melusina

Is a retro inspired platformer game that follows a knight named Sigi as he hunts for a mermaid named Melusina. This is a platformer game that provides fairly easy gameplay with many levels, bosses, and humor. As I said before the game is a retro inspired and I feel that the makers did a decent job at that. The game definitely feels like a PG-13 Super Mario Bros. style game. The game possesses decent running, jumping, fighting mechanics. Though, I would say that the jumping does feel a bit delayed and disappointing. The player can fight off zombies, skeletons, spiders, snakes, flame throwing plants, birds, bats, and more as they progress through the game. The player has a variety of fighting mechanics from jumping on enemies, to throwing knives, axes, swords, and clubs at enemies through acquiring power ups. However, the I feel that the player is a bit overpowered with the amount of extra lives available to them throughout each level. I will say that the game is very humorous. The victory fart that Sigi makes at the end of each level is priceless. He bends over and just lets one rip. The respawn animation with Sigi pointing his sword to the heavens as a thunder bolt comes crashing down to him as if he were a god is pretty cool. Although the disturbed character Sigi is portrayed as an overweight stalker with a gas problem as he chases the mermaid Melusina across the world. Sigi does also make some…let’s just say interesting comments about the mermaid’s appearance. The game does however have a problem with its replay ability. The game doesn’t offer much incentive to replay it whence the game is complete. However, I would recommend at least one play through if you like platformers.