

Brittany Westlund

Game Engines

Homework 3

1. Indie Game Dev Strategies and Insights

I appreciated many things about both of the class activity videos this week. There were standout moments for me with both, but I'll start with my takeaways from the first one. Learning that independent game developers have so much more on their shoulders than I'd assumed has already inspired me to develop new systems to manage my time and tasks so that when my studio is up and running, I will be in a better position to protect my mental health and finish the project. Another insight that I appreciated was that every developer had different management styles, production goals, and project timelines but they proved any one can finish their project. The last major point that I still think about is the unlimited potential of limits. The "blank canvas effect" has haunted me with past projects, but considering limits has been eye-opening.

2. Representing Mental Illness in Games

I found the second video to be very valuable. I am culling the words "psycho" and "crazy" from my vocabulary with varied success. I am excited to get it right when including any material like this in my future projects. This video also made me realize that I'm going to need a plan going into game development to protect my mental health. Furthermore, by creating games, I have the opportunity to communicate my experience with others. Both of these videos were great and I really appreciated these activities.