DIG 4633C

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11/11/2019

As we get closer to completing the second prototype, I want to reflect on my workload for this new week. This week, I only had two models to finish up for the game. They were a bread bag and a rice bag respectively. Because of my shortened load of work, I decided to develop new scenarios for our game. Designing narratives is one of my strong suits, so I will usually take on these types of tasks for my team. Many people tend to forget that writing out scenarios for games is one of the most important aspects as a game designer. I spent hours drafting up a massive list of scenarios that could possibly fit into our game’s theme. I wanted to make sure my designed scenarios not only matched up with our designed game but utilized all our unique models as well.