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Contemporary Topics in Game Design

For this assignment, the "game" that impacted me the most was the antiwar experience September 12th. In September 12, there is only one mechanic the player utilizes firing a rocket with a click. The values I noted during my playthrough are loyalty and service. I say loyalty and service because I'm a soldier at war doing the work of my country. I'm only aligned to my country which is why I am carelessly forced to launch rockets at the city. This experience shows off the devastating impacts of war and that it impacts civilians as much as it does soldiers. It also shows values in certain situations might not be good. I feel September 12th helped bring light to something that has been an ongoing problem for years.