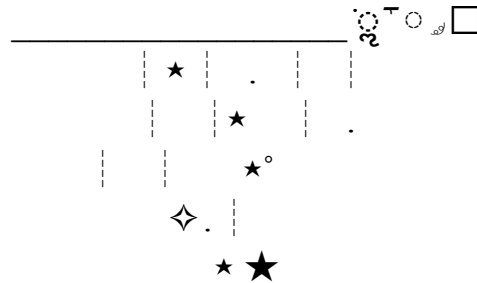


Reflect and Rewind

01/31

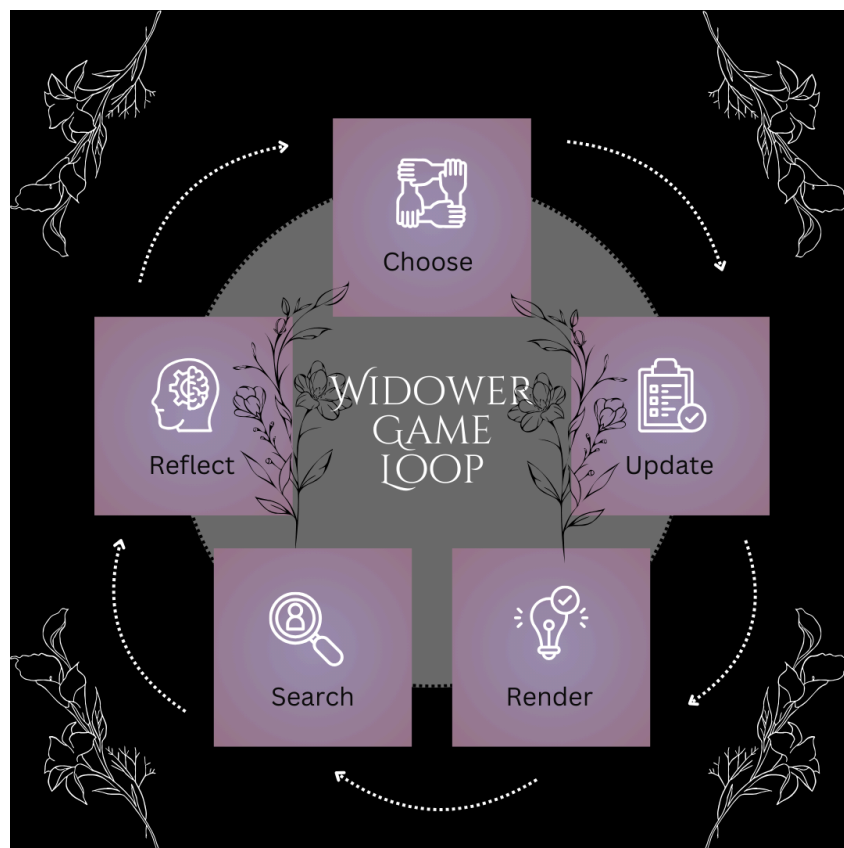


Examined in Jagoda's article, "Experimentation Braid," digital games, composed through logic, science, and art, are a platform that embodies an action-oriented and experimental method of thinking that sanction both concept generation and experimental operation. To better understand video games as a distinctive and articulate platform, a comprehension of Jagoda's concept *Video Game Sensorium* is needed. The detailed understanding of the sensorium of digital games—spatiality, temporality, velocity, interactivity, participation, system perception, procedural activity, and network sociality—gives way to the qualities of video games that provides for both conscious and nonconscious aspects that influence the ways that individuals view current economic, political, and social ideals (Jagoda 21).

As analyzed in the article by Jagoda, Jonathan's Blow's game, *Braid*, presents itself as a work of art that highlights the aspects of intellectual engagement in gaming. Moreover, the game epitomizes the potential for experimental video games, challenging traditional game formalities through its distinct mechanics, story, and player interpretations. In *Braid*, time-rewinding mechanics are implemented. These mechanics not only structure its game-play itself, but also the game's narrative depth. The game furthermore, changes the classic tale of the hero saving the protagonist by asserting Tim, the main character, as a possible villain, allowing players to create their own interpretations of the character and narrative. The symbolism of the game such as references to the atomic bomb, additionally

allows for greater gamer interpretation. Within the realm of experimental game play, Jagoda ultimately asserts that through unique gaming experience and sensorium, *Braid* provides a notable example for modern logical thinking.

Game loop is essentially the idea of player input, game update, render, and then response. For my game, I think this is fairly simple. Since my game is about choice, the player obviously has decisions to make and in turn the game will update based on the choices. Based on the choice of the player, I will render images for the visual novel of the choice made. For example, the player may have the choice of visiting the hospital or visiting the funeral home. Afterward, the player will search for objects, and reflect on the ones they decide to choose.



Above I have inserted my game loop.

Works Cited

Jagoda, Patrick. "Experimentation Braid ." *Experimental Games: Critique, Play and Design, In the Age of Gamification* , pp. 73–116.