Genevieve Ferguson

Chapter 18:

The Lens of Freedom: The players have freedom of all movement but are constrained by the boundaries of the map. They can feel constrained by these boundaries. With complete freedom there is not much more you can give a player. They may feel overwhelmed by the complete freedom but they are given instructions for steps they can take to progress through the game.

The lens of help: The player is helping the town from the tyrannical ruler of the kingdom. The player can feel more connected by interactions between members of the town. They can do this by going up to characters and pressing spacebar. We can add people that are in trouble at each level to make the player feel that they are helping someone each time. They can also give the player some reward for saving them such as coins and gems.

The lens of indirect control: I would like the players to be able to explore at their own pace while ultimately working towards the end goal. Constraints would help players reach the goals at least eventually. Goals help lean the players toward the goal. The interface can help convey these goals. Game characters will lead the players to the goals as well with the dialogue. The music and sound can be annoying so that when the player goes into the correct place it stops – like a beeping. You can add an arrow that leads them to the direction they need to go.

The lens of collusion: I want the player to have an adventurous experience. The characters allow this by the player choosing to interact with them or not. The adventure is up to them.
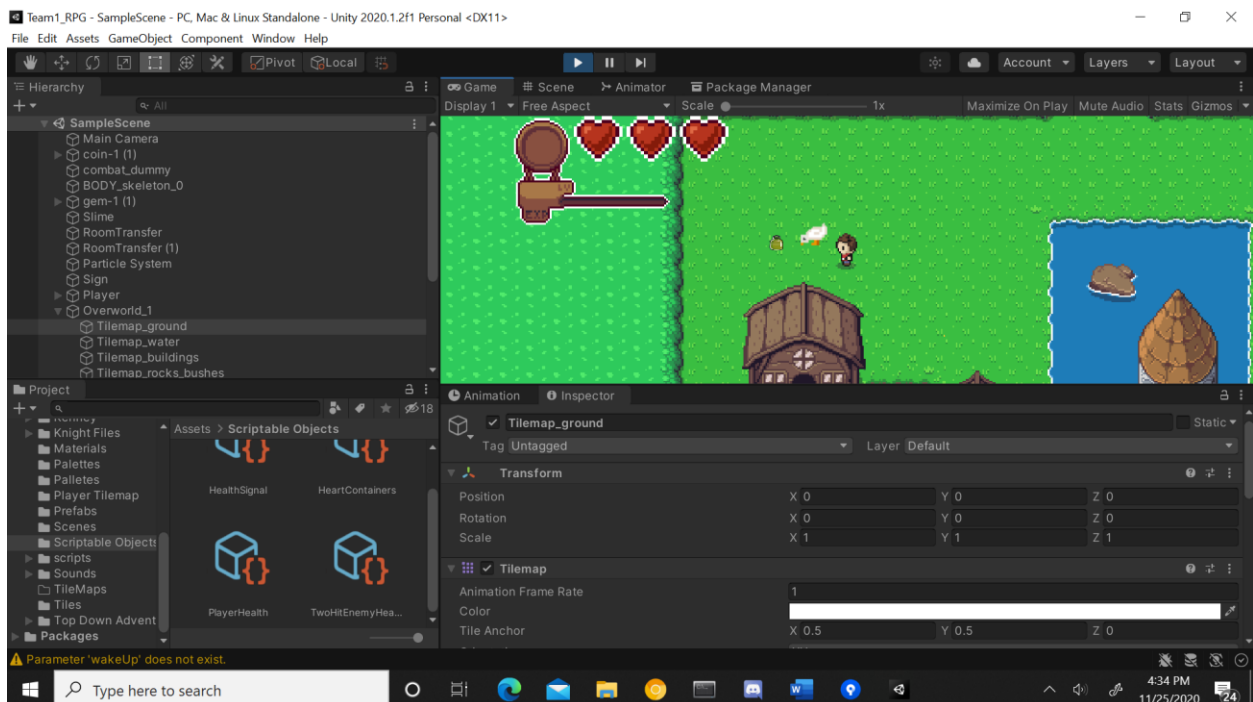
The chicken and potion makes the player curious about whether they can come up and talk to the chicken.

Chapter 20:

The lens of the avatar: The avatar is pretty plain on purpose, so the player can use their imagination to see what their character looks like. The avatar allows the player to project themselves because of this.

The lens of character function: the characters are building the scene for the player and providing connection points. The characters are whimsical and fall into the fantasy category. The villagers are the commonfolk that convey the story, and the talking animals and creatures provide the humor. The villagers can also fill comedy roles. I could add more characters to fill more roles. The wizard would be a wise role. Adding villains would be beneficial.

The lens of character traits: The character is honorable and brave, as well as caring and kind. The character is the silent hero, who is reserved and doesn't say anything. The appearance is plain, which gives the sense of a simple hero that does good just because he should.

The lens of the interpersonal circumplex: The characters don't have as much connection with each other as I would like. There are extreme characters such as the main villains, but there could be more. The character doesn't really have friends.

The lens of the character web: The character thinks the best of all others. The village people are good people in the character's eyes. They are all connected in their community. These relationships are completely alike. There is not a big web of character connections besides the village people, the character, and the evil characters.

The lens of status: The villagers look up to the character. They are grateful to the player and treat him as a revered community member. Changes of status change as the player accumulates different weapons and abilities. The status can be conveyed by what sword or shield he is carrying. They get more and more ornate as they are upgraded.

The lens of character transformation: The character changes in appearance throughout the game. These changes appear in the form of armor changes and weapon changes. There should be more change. The last change should be that the player finally speaks to the final boss. These changes are believable because it makes sense that the character would acquire better supplies as his journey progresses.
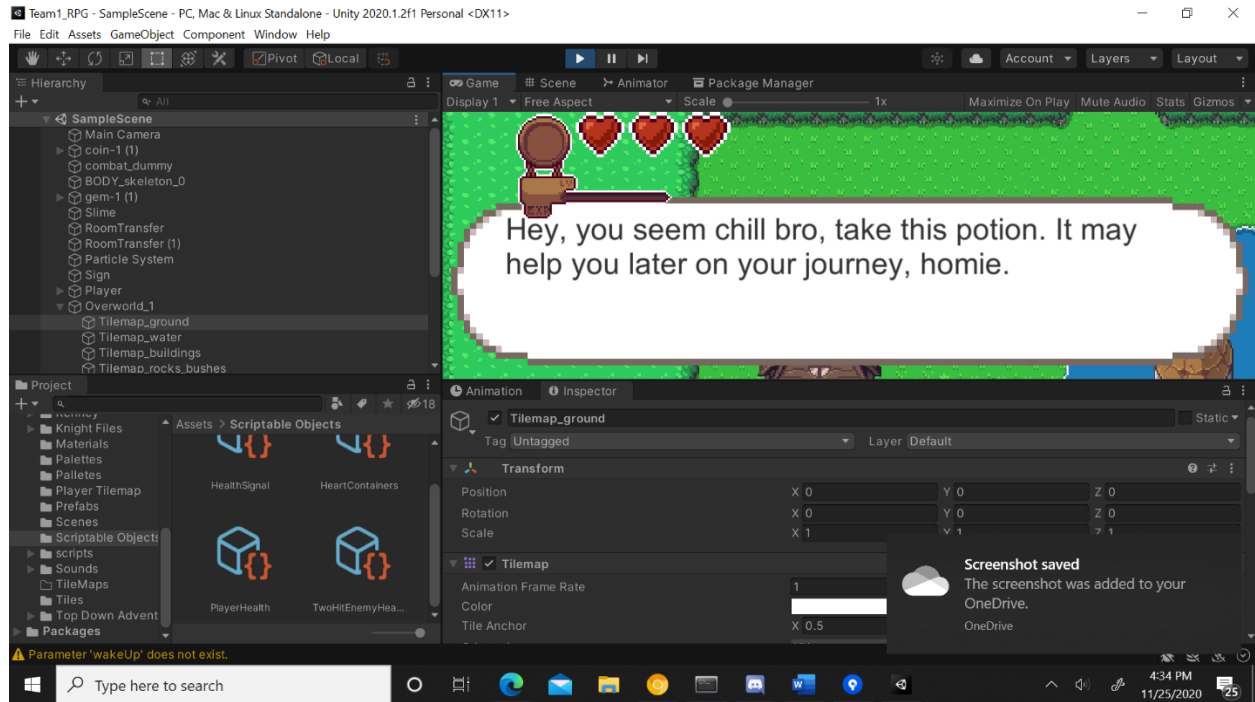
Character interacts with the chicken and the chicken is friendly with the player.