George Harrison

Dev Log 3

A game I’m playing right now is animal crossing new horizons. Im not super far I only recently started it. I think a big challenge the creators faced when making is having so many customization options and paths for the player to take. It doesn’t feel like there is any “wrong” thing to do and everything has a use. The creators did a good job of allowing the player to explore and create their own world.

I think this is unique compared to other similar games like Stardew Valley because it feels way more relaxed and casual.

I would describe animal crossing as a very relaxed casual game where the player can get lost creating their own desert island experience.

I was drawn to the game because I really liked the art style and I heard good things about it being a chill casual game.