**Make A Thing**

A screenshot of a computer

Description automatically generated

20/01/24

So far, after browsing the different tools, I’m leaning toward Ink as the scripting language. I have played games on the Pico-8 engine before, but the learning curve to making a game on it seems daunting. I feel most comfortable with front-end web languages, but.. I don’t know. I feel like a theatre major can better write a script than I can lmao. I’ve never been into the point-and-click branching narrative games and always found their origins pretty lame, but a compelling narrative is what often draws me in video games rather than game mechanics. I feel like I’m at a standstill haha. Let’s see how it goes.

22/01/24

Ok so I messed around with the basic tutorial on the inklestudios website. And realized I’m not good at learning stuff this way. So I generated a script where a person enters a door, and keep entering the same door endlessly. It currently does not have a an ending. I’m not sure I’ll leave it like this. But it is pretty funny you can’t actually get out of this singular branch that keeps repeating itself.

23/01/24 – Playtest

Hmm so people found it the game more experimental more than fun. I guess that was kinda the intention with stuff I make. I do still struggle to make things playful. I’d like to be able to take more risks with what I make and build more momentum. Although this was only a pass or fail assignment so hopefully I can make something as engaging with more interactivity.