Jennifer Guajardo

ENGL 3500

Prof. Pasanek & Bennett

02/16/24

**Reflection: Week 5**

It takes two crates to create a world, and an isolated crate is an asset. While I’m aware the prompt likely presented that question as rhetorical, I believe my answer holds merit due to the inherently relational elements required to make up a game world. Replace that crate with some ground tiles, and it’d be difficult to argue that it isn’t a miniature world placed into the computer. While it’s tempting to think both ground and crates are entirely distinct, the control a developer has over their game assets entails that all their properties are subject to change and alternative uses. I demonstrated this with the tree object in the fourth scene of the assignment. There, I simply adjusted the size and shape of its hitbox to make it act like ground for the Godobot. While the usage of tiles is more efficient (as seen with the crates falling on the bricks within the same scene), a developer can technically utilize both tools to achieve the same result. It would be entirely possible to put the tree picture within a tileset. There is nothing special within the Godot engine about the specific picture files containing the tree or the crates. Rather, their importance lies in their developer-induced properties and how they can work in conjunction with a game engine’s mechanism to create the illusion of an object-filled game world, convincing or otherwise.

On the player’s end, there’s a tendency to encounter the entirety of an object’s properties all at once. It would be too much to ask a new player, who has limited time, to study the individual elements that create an object. To use Unpacking as an example, I want to call attention to the stuffed pig. A player sees a larger version of it on-screen at the start of the game, and it will reappear many times afterward. In terms of components, the pig is a collection of pixels of different colors that are coded to be dragged around and placed onto different areas of the screen. Most players don’t know how to code. As a result, they are drawn more to the fact that it’s simply pig-shaped. The stuffed animal’s functionality isn’t different from many of the other items that the player must unpack, but its continual presence acts as both a prototype for the game’s mechanics and a reinforcement of the story’s overall continuity. By not analyzing the components closely, a player is almost certain to form an emotional attachment to what the stuffed pig represents.