

One thing that I noticed about Murray's writings is that there seemed to be a lack of a connection between her 4 elements of a digital space. When I read through the participatory and procedural segments specifically, one of the first thoughts that came to mind was: "These two seem inherently linked together." Having a procedural setting where actions or inputs can impact the path that a story takes to any degree requires some degree of intractability between the story and the audience, or requires a participatory nature. I almost feel as if Murray could have combined these two requirements into a single one.

I enjoyed Ink. The syntax is super simple, and the online documentation is incredibly useful and helpful. The "game" I made was more of me just being silly and typing up whatever came to mind based off of the prompts, but I am looking forward to using it more as the semester goes on.

As for the nature of storytelling, I am seeing it cemented more and more that it is an extremely abstract art overall. Meanwhile requiring you to break the rules that it sets forward in order to reach some parts of the game was intriguing and enjoyable to think about post playing. On the other hand to that though, it definitely makes it seem as though concrete rules could never really be applied to the art of game and story design, as there would most definitely be instances where said rules would need to be broken or bent to tell the story a creator desires to.