

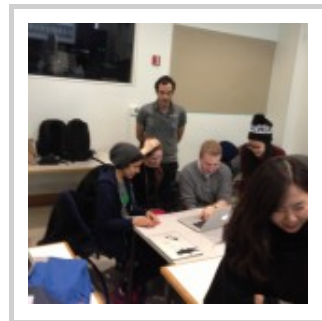
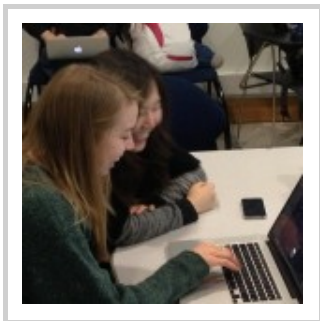
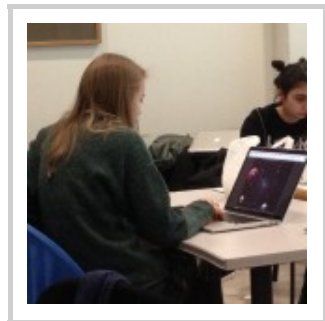
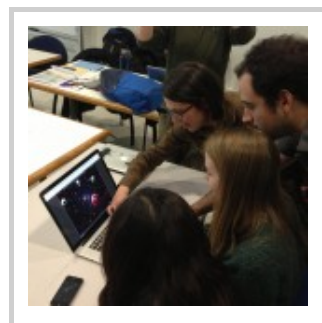
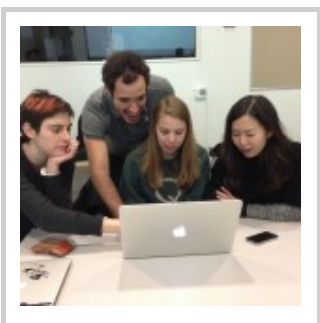
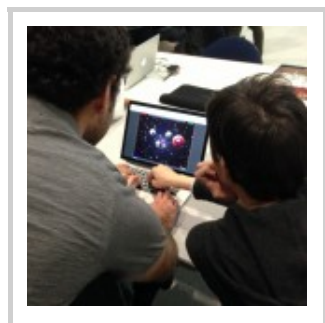
Parsons MFADT Major Studio Two 2013

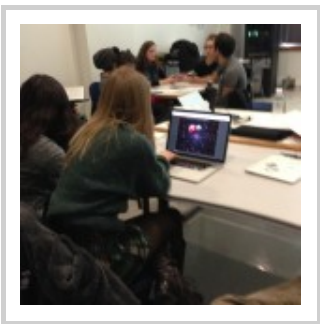
The second semester major studio for Parsons MFA Design & Technology program

Best Game Ever (or at least surprisingly compelling)

Let's cut to the chase: [PLAY THE GAME HERE](#).

As part of the super-fun game presentation day in class on Friday, Mauricio, Michael and I presented our game. Four players work together on the same keyboard to pilot different spaceships and shoot down the enemy before it consumes them all. It went over very well! People really seemed to enjoy the game, some more than others. Try to spot the common element in all but one of these pictures (taken over the duration of the class):





We got great feedback too. Or suggested we implement greater precision in the direction of fire. Melanie discussed with us our greater ambitions for the project and recommended we do things to increase the cooperative and strategic element of the experience, in ways that agree with things we were already thinking about implementing in the future. Mostly it was just extremely gratifying to have people enjoying the game so much and enjoying it together, exactly as we'd hoped, especially because we didn't have time to playtest.

I really enjoyed playing everyone else's games as well. It was a great class and a nice way to wrap up the first half of this semester (not counting individual meetings).

And that's how Michael saved New New York and is the greatest.

This entry was posted in In Class Activity, Inspiration, Posted Assignments and tagged The Play Project on March 16, 2013 [<http://www.melaniecrean.com/mstwo2013/?p=1156>] by Matt.

About Matt

Game designer, programmer, musician, writer, humorist.

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One thought on “Best Game Ever (or at least surprisingly compelling)”



Yi Ning Huang

March 19, 2013 at 12:50 am

haha nice photos!!! I love people's facial expression! Sadly, I never beat the monster in your game T_T
