Critical Reading and Play (for 2/27)

Walking Simulators

1. Critically play/experience the following games. Be patient and wander. Think about how they use game mechanics, space, animation, sound, light, texture, etc. to create a particular experience:
   - Bernband
   - Secret Habitat

2. Pick an additional exploration game or walking simulator to play:
   - A game from the Ambient Mixtape 16
   - Itch.io's games tagged with "Walking Simulator"
   - Warpdoor's posts tagged with "Exploration"
   - Rock Paper Shotgun's posts tagged with "Walking Simulator"

3. Read "Is it time to stop using the term 'walking simulator'?"
4. Formulate and post your thoughts (3 - 5 paragraphs) on "walking simulators" to the #sharing channel. Specifically, address the following:
   - What was your experience in the additional game you picked? How do the elements of the game - game mechanics, space, animation, etc. - contribute to an overall experience?
   - What are the common threads you see across the "walking simulators" we've played (Sacramento, Bernband, Césure and the additional one you've chosen)?
   - Considering the Kill Screen reading, is "walking simulator" even a useful classification?

Short Unity Assignment (for 2/27)

This shouldn't take too long, but it is important for becoming fluent in Unity:

- Create an indoor lit scene
  - Add room.blend from today's class
  - Place an object (or objects) in the room
  - Turn off the skybox and use ambient color for global illumination
  - Light it creatively using point lights and spotlights
  - Apply textures/materials to the room and/or objects
  - Post a screenshot to #sharing

Check out the slides and Unity website to help remember what we did in class!