

This week's reading included a quote, "video games are actions" which I found surprising, given our previous readings. Sicart and Bogost present such a detailed and careful analysis about how games must be one specific thing or things and this quote is so abstract from the normal thought about games. When I completed the solar system creation, I pondered over the quote, "Is making this solar system in this game engine a game?" My resolution was that this quote itself is insufficient for defining video games but Galloway's overall presentation of defining video games in terms of machinic, operator, diegetic, and nondiegetic is the most comprehensive definition I have heard thus far. After all, it didn't seem fair to take either Bogost or Sicart's side because video games are an essential blend of the two.

After walking through the device 6 game, I have to say I was very impressed with the expansion of a text based game, like our previous homeworks to such an engaging presentation. Device 6 incorporates Murray's immersive principle, ensuring the game is spatial with the need to rotate the device and scroll all over the screen to advance. The shift in character narratives through the book whether that be Anna's, the bears', or mine was a creative way to allow variety and confusion in the game. It brought the narrative to life to be a "real world" part of device 6.

This was my first experience using a game engine software. I have hardcoded games but never allowed myself to venture into the world of Unity or Godot. I initially had frustration with setup of my project in Godot. I had a specific idea in mind of what I wanted to implement but the learning curve proved an obstacle. I had some help from my partner who explained more about Godot's features and the node structures (a humbling experience as a computer science major). By the end of this assignment I felt more familiar and confident with using various aspects of Godot but I know I have much to learn.