

<https://www.youtube.com/watch?v=v4lEPi1c0eE> Resource

I found the Gone Home game interesting, as I first interpreted the narrative to be a spooky setting in the “psycho” house, with Sam (and everyone else) missing. The cues like the lightning noises, the darkness, and the ouija board made me believe that the story would shift in a different direction. As we heard Sam’s story, however, it seemed much more of a coming of age narrative, for which I would expect brighter scenery. The reading this week resulted in a very internally conflicting hot take for me. I would almost say that Gone Home isn’t a game. If we accept the idea of a narrative as a set story that is presented but doesn’t change, we could argue that gone home is really just a narrative and not a game at all. After all, looking around at every object does begin to tell some subnarratives, but without the voiceover, I think I as a user would be lost (or I would give up after seeing the bathroom hair dye). The game aspect felt repetitive and my strategy shifted from picking up and examining objects to solve the mystery, to realizing the story would just continue anyway whether I investigated the cassettes or not. I found a separation between the narratology and ludology aspects of Gone Home.

Using Godot was much more difficult and frustrating in a 3d space. Not only did it present spatially-conceptual challenges, but my computer was struggling even to render a few scene objects together and make small transformations. Surprisingly, the free available 3d objects available on sketch fab were very niche scenes or objects. I’m curious as to how much time it would take to cultivate a bunch of objects into one big scene rather than grab a pre-rendered scene like I did with the desert island. I guess I have to give Gone Home alot more credit! I found the scene that I liked and started to craft a short story. I didn’t particularly enjoy the constraints of the storyboard as I felt stressed to write the story around the given parameters. Additionally, an accidental infinite loop caused my entire project to crash and be deleted (I never saved my changes/project locally) I tried to reconstruct most of the original elements.