

I found the Godot homework really fun this week. For the first time, using Godot felt more in the CS element, as I found the functions in the script to be very understandable. Also the style of each scene's challenge felt like a game. In the past I have felt frustrated using the engine.

In inspiration of our reading focusing on agency, I created my story to have the narrator as an inner narrator, almost inner monologue. I often catch myself saying "Ashley you haven't eaten all day, you should eat something" just for me not to eat until later. I tried to use clear variables and structure when setting up keeping it simple and trying to apply the Single Responsibility Principle to each knot or section. I like Ngyuen's description of games in terms of relevant context. The example of the "Sign" game is a good reference for understanding how the social context of the game is relevant as much as the construction of the rules of the game. I tried to make the inky story a simulation of how we actively take particular agency over our own lives and games tend to reflect our own lives especially if there is a narrator delivering the narrative.

The Stanley Parable game was such a fun and fresh game like none other that I've played before. The 3d format tricked me into believing that the adventure would be in the direct story but I took the freedom ending first, listening to what the narrator had to say and following that for the sake of deviation from an intended plotline. I think my type 1 was showing.