

HW #9 Reflection

This week, I started planning out my game more. With the activity we did a few weeks ago on making prototypes as a blueprint, I have started planning my game more. Prior to this week, all I had was an unfinished prototype for the game that I wanted. It consisted of pipecleaners, index cards on words. I decided to expand on this and complete the unfinished branches to a certain extent. When I did this, I wrote it on paper, using a pencil to list out ideas, plans, and arrows to show potential thoughts, but ran into issues on plot holes, things not connecting. In *Gameline* by Clune, the author talks about multiple different games in connection to his life and argues against the fact that games are just a waste of time, explaining how games can actually have a significant impact on shaping someone's life and allows people to explore different experiences, worlds, and identities. One quote that encapsulates this from the book is, "it was a new feeling for me. At age 11 you haven't had many opportunities to triumph over your enemies." Just like this quote, my game explores another reality in which therapists are replaced with AI chatbots. As far as the life of making the game, I would say it hasn't been too bad, but I did fall into roadblocks as far as how I wanted to plan out my game. I'm not very experienced with storytelling and I think that this assignment will definitely be testing that. In class discussion, we discussed how different design choices in games changed the way we feel or interpret things, such as 2D vs 3D. In my game, I also want the use of words to alter the experience of the game. Since the therapist chatbot in my game is supposed to be words on a screen, I think that this medium is the best in terms of giving the user a similar experience. While I have a general outline of my game, I want to explore more ways to provide a better user experience and literary impact through words and the limited medium I am using. This is also

why I plan to tweak my game for a bit before coding since it will make it much easier to prevent issues and bugs given the many complex choices. I found it difficult to keep all of my branches on a small sheet of paper, so I plan to transfer this to a larger sheet later on.