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ART 101

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Lab 1

Game 1: [Dumpling Delivery](#)

Looking at the website presented for the assignment, I was most interested in Minigames and Playful Interaction, Games, and Interactive Experience. While all three may sound somewhat similar, I found that there were a few notable differences in experiences between the three websites' collections. One of the games that I played from the Minigames and Playful Interactions called Dumpling Delivery was a golfing game. There was a town-like setting in which the dumplings, which acted as the golf balls, were controllable and movable along a 3D obstacle course by clicking and dragging. The game was friendly and had a cartoonish look to it, with fun sounds and background characters and stores as you went along the town. There were other elements of the game for the obstacles, including moving and still walls, fire, and bumps along the way. The user controls the dumplings to deliver it, acting as a delivery service, with the scoring system simulating a rating system similar to a food delivery system. This makes for a fun game in which you try to get the dumplings to the end in as few shots as possible. While there isn't a deep story behind the game, the user acts as the delivery driver in this half-simulation, half-golf-like game. As someone who has never built a website or game, I'm unsure about what exact tools I would need, but from a general perspective, I believe I would need to have the art,

moving obstacles, the ball, a golf club, as well as a course.



Game 2: [Spot the Drowning Child](#)

The second game that I ended up playing was Spot the Drowning Child, which acted as a somewhat somber reminder of what can happen when a child is unwatched and left alone in a pool. The game utilizes images of real life videos of a typical group people in a pool, and the goal is to find the drowning child before the lifeguard does. The game gave me a stark realization that drowning is not necessarily obvious, and can be very difficult to spot. In fact, I only had about a 50% success rate of finding the drowning child. While the perspective of the user is a little bit different of a typical lifeguard, the game definitely makes the player feel as if they are trying to find the drowning person in time. If I were to recreate this game, I would have a pool, a large number of actors in the pool, and players to try and detect who is “drowning” before an actual lifeguard does.



Game 3: [Burn the tickets game by ManyChat](#)

The third game I played was a simple matching game, but the idea around the game was something that caught my attention. The game's concept was a matching game that fulfilled tasks of an everyday tech company, such as debugging, testing, and code review, as well as some leadership focused tasks. Matching three or more in a row would count it as tickets completed, and the aspect of having only a minute to complete as many tickets as possible made it exciting. The colors and shapes of each ticket were different as well, and each completed ticket count would be highlighted at the end. The player in this case is focused on completing as many tickets as possible, as if they were part of a tech company. If I were to create this game, I would have different colored blocks in 5-7 layed out on the ground in no particular order, and have the player try to match as many blocks as possible in the given amount of time.