Reflection

I faced many difficulties while making this project, from figuring out what software or engine to use to make my own, learning Python and doing the tedious task of looping the game to find errors and loop issues.

I struggled to choose where to make my game as it became difficult when I wanted to specifically make a typing game. Most platforms provide a storytelling template rather than a Zork template. Hence why I decided to make the game the way I did. I believe there are still some looping issues I have missed where the player is taken to the wrong option. I also think the format of my writing makes it difficult to read on the command prompt. The black-on-white makes it hard to read as well as there are formatting issues for the ASCII art which will distort based on how big the player’s window is. I figured this could be avoided if I used something like Avocado Navigator which I started to use but decided against it.

I also had difficulty writing the story. I feel as though I made the mistake of going between past and present tense which can happen when you speak using second person narrative. The actual narrative I feel falls short towards the end because I started to just write walls of text rather than have the player interact with the game. I think this could be fixed if I had worked more on the story rather than stressing about the platform to use and having to learn a whole new software. Looking back now I would use something like pygame or try to make the game in unity to make things easier with formatting and time I lost learning the software, although I now know the basics of Python I would like to continue using that language to learn it better.

I think this type of game would benefit from more extensive playtesting with a diverse group of people. I feel as though this is why my game isn’t as good as it could have been because I missed this crucial thing. I would like to use more people rather than the few I did because they were not willing to play a game with this much reading.

I also realised that, as someone with ADHD, these types of games become incredibly difficult to play yourself as you become impatient quickly. Although I can see this happening with just anyone. This also is one of my biggest obstacles when it comes to creating anything as I procrastinate and struggle to concentrate. I would like to develop a better working ethic to avoid this in the future.

I feel as though this is something I’m interested in exploring more, and refining. I would like to make bigger stories and learn Python better so that I can develop a more efficient way of coding. I enjoyed the experience of writing a narrative as I don’t get to often do this and would like to get better at this skill. I often do the art for my games and this time wanted to focus on more coding and narrative and that is why I picked such a simple looking aesthetic, I still used ASCII art because research showed that it has been used in even the oldest of text-based adventure games from the 1960s. As much as I prefer to work alone so that I can hone my skills in, I feel as though to explore this type of game to the extent that I want I will need more people to help me. I hope to better my skills in coding as that’s what I struggle with and shy away from the most. This is why I struggled with finding a platform to use because I was intimidated by the new flow of work.