

Sriram Mohan

Michael Weeks

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Assignment 1

A game is an activity that involves focus on a hypothetical task. The book suggests that games are meant to be pretend. It does make sense. Even for sports, like swimming or cycling for example, there is a difference between sporting and doing these activities out of necessity, as in sports there is a score.

Challenges give me a mixed feel of emotions. On one hand, they are fun and can engage my mind more. On the other hand, they can be stressful and time-consuming. For example, I like/hate daily challenges. They often make the game more interesting, by putting a twist on gameplay, but then they become more addictive the more play. Also, repeating the same thing over again is boring, so if challenge does not offer much of an effect on gameplay, then it's not that interesting.

I love challenges that are creative. They take the classic gameplay and put a spin on it. A good example of this would be Among Us. Among Us (which I would call the online equivalent of Cluedo is a game that involves doing tasks or finding killers as crewmates or killing all crewmates as imposters). Crewmates are killed through assault/sabotage/voting out, and imposters are killed from voting out or task completion. This is done with the help of communication and teamwork, specifically when a body is reported, where the crewmates must discuss who the killer is. Mods can pose challenges such as lights always sabotaged, poisoning crewmate tasks, crewmates directly imposters, etc. In addition, players can create challenges for themselves such as not mentioning names of colors of crewmates, or with all players always telling the truth.

There are also many Among Us mods that permit actions. For example, proximity chat allows players to talk without having a body reported.