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Game Design and Development

Article Analysis

The article seems to talk about the struggle some developers have with making video games. The first step of the process is discussing the ideas. The second step seems to be talking about the layout, the different ways to handle the project, and planning out. The third and final step is the action or what they call the rock. I feel this whole three step process doesn't just apply to video game design but everything. Everyone is so excited about starting something, they spit out ideas, formulate a plan but when it comes down to it they have a rough time following through. Yet on the opposite side there are those who go from 1 – 3 – 2 and struggle creatively. What I get from this article is that the process to make something a reality can be taken in many different ways but it is always a journey to get to the end result.