

## Article Response

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I believe this article holds truth when it comes to game development. The steps that they mention in game development are very important but I can see how communicating about the idea can be difficult at times. It's important to make the idea happen because then proof can be shown to those we communicate with. This also helps with the editing process so that the creator can see how they can improve their work. A first draft is never completed work, but it's important to bring an idea into the world before it goes over the talking process. Talking about an idea can take a long time; maybe even too long that the idea gets buried under criticism and rejection. Another reason why it's important to make the idea before talking about it is because there's a big chance that the idea will change throughout its creation. When the idea is first talked about, it's still very early in development and it's not full. Once the idea is created, the creator has more to talk about and the editing process isn't too difficult.

With this, communication is still very important in game development. Without hearing the others' perspectives, how can a piece of work get better? There's only so much that the creator can do alone that it would be nearly impossible to not get help or input from at least one other person. This is especially true when it comes to playtesting where users need to explain what needs to be improved in the game. If the creator changes it all alone, then it can be great work for the creator only and not extend on the audience that it could achieve.

The article also mentions communication in video games through examples such as the first Super Mario Bros. and the Legend of Zelda. Communication through words or even through sounds can do great things. Sounds can help to entice the player and keep their attention without them getting distracted. If a game was all monotone or had no special sounds for effects, then the player would lose interest in the game very quickly. Sounds can help when there's no other communication and it helps to signal to the player what is happening or what may happen. It gives tension and anticipation.

The writer mentions how a little bit of talk in video games is okay, but not too much. I would disagree with that. While talking in video games is not always necessary, having long conversations doesn't make the game bad. I think about games who use a lot of dialogue such as *Undertale* and *Kingdom Hearts* which helps to drive the story. Dialogue can help players explore the game's story and create intense characters that the players will come to love. We learn about characters' personalities through their words and how they speak if there's sound. While this is not always necessary, dialogue isn't a bad thing to have in a video game.