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9/3/18

GDD 410

Iteration Paper

As I was reading through certain key points throughout the emails exchanged with the design team for Threes, I noticed certain problems that I have faced in the past and am concerned I will continue to face in the future. Asher, one of the developers, sends an email regarding his dissatisfaction with the game in its current state, but not just the current state, the concept itself. The game doesn't seem to be enough to convince him that it is close to release.

“The problem is that everything interesting about the game ends there. The moment you've A) learned the game and B) played with the game for a while-- there is nothing left to achieve. The game ends, I lose my flow state, and then I have no desire to continue. My personal skill at the game has plateaued, and with nothing driving me to keep playing I see no reason to try to improve my score.”

Throughout several group projects I have been a part of, I have always felt like the game is interesting in the beginning, but never found a way to keep the player engaged after a certain point and this is a problem that they faced as well. Finding a mechanic that is compelling enough for infinite replayability without a story is, in my mind, something that is very difficult to do.

“The excitement and drive wasn't there anymore and something was missing.”

This is definitely something that I have faced in the past, partially due to incompatible partner pairings, and also due to the feeling that the game itself had hit a wall and that it seemed impossible to fix. What I find to be possibly the most interesting, is even after they take about a month break, make a game that is definitely different, the final product is not too far off from what they started with in the first place. Definitely makes me think that staying near the prototype may be a good place to start next time I get stuck, feel unmotivated, not as excited, and basically bored.

I wonder if in the past, instead of looking so far ahead at what the final product could be, if I had looked backwards towards what it once was if this would have helped myself/my team improve the overall quality and replayability of the game. Considering hindsight is 20/20, this is something I will consider in the future and definitely in this class.

“I guess the thinking behind stripping things back down is that we have a better zero point to go from for thinking about ideas that we could throw into the system. I dunno. Might shake things up.”

I think that this mentality would have been beneficial and less counterproductive than ripping my hair out at 3 am trying to fix the project. Working backwards wouldn't be the end of the world, and it's not like the current build isn't saved, but who knows. I am looking forward to trying this in the future.