

Alexander Woodrow

Article

Before I get into the meat of this article I have to say; whoever wrote this looks like an idiot to me. To say that Moses made the english alphabet when he left Egypt to take the jewish people to the promised land is one of the stupidest things I have ever heard. He came down with the 10 commandments, which yes people were excited about and shaped civilization as we know it, but is no alphabet. The english alphabet didn't exist as we know it 1000 years ago let alone the maybe 4 or 5 thousand years ago Moses walked the earth.

Now that that is over with, the actual advice the article gives is pretty good as far as game design from an article goes. To say that I need to go straight from inspiration to development is necessary. It's true that a lot can be lost through talking and seeing potential problems with the game before you start making it. I have found in my time making games that it is much easier to tackle problems as they occur rather than trying to figure everything out at one time. Trying to figure everything out first can be disheartening, where as taking things one step at a time is much easier to deal with. That being said I have already figured out most of that. Though I don't consciously make the decision to make before talking, I usually do it anyway because it just seemed better. So, overall I do think that this is good advice, but most game designers should have already figured out that it's better to take things on one at a time.