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9/5/18

Game Lab V

Iteration Paper

The conversation and thread that really interested me when reading the intro to the collection of *Threes* seems like a very basic one. The particular conversation I really enjoyed was the conversation where Adam Saltsman texts about the “corner strat”. The team was faced with a problem and the way they bounced ideas off each other to eventually come to a solution was so fascinating to me even though it seems like the most basic conversation in the whole lot.

I played 2048 before I ever even heard of *Threes*. I remember in high school all my friends were competing for a high score and about half of them were crushing any score I could produce. One game however I just kept swiping down and right just cause I wasn't really focused and figured I'd get a decent score. I ended up getting my highest score yet. Thus was my discovery of the corner strat and that might be why I became so interested in this conversation. I figured that this was how you were supposed to play this is how you get a high score so when I found out that the creators of *Threes* saw this and recognized it as a problem I became intrigued.

The way they handled the problem was a work of art as well. They just bounced seemingly any and all ideas off each other ranging from ideas that were thought up right before bed, as Adam says “i wanted to jot down my thoughts tonight so i could A) sleep on it better and B) we would have some stuff to pick apart tomorrow” to ideas that

spurred on them while they brushed their teeth! (Adam says “OK OK i just brushed my teeth and had this idea”.)

Honestly some of their ideas I kind of wish had been implemented in the final game because it would have changed the game so much! I really wish they put in the rule about blocks breaking specifically I think that would have changed the game entirely and would have been really cool to see.

At the end of the day I just found it really fascinating how even if they didn't think this was the best idea, they still sent in all their ideas. This is something I hope to be better at because a lot of times if I come up with an idea I don't think will work I don't mention it but these ideas often times spur other people to think of other ideas and I think that this particular part was incredible to witness and while there were a few other parts I really liked I liked this one the best.