

Dev Soni
Prof. Bertozzi
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Less Talk More Rock

The Superbrothers make a very interesting point. I often feel the same way where the idea of a game at first is this abstract vision with very vague ideas and yet it is so beautiful. Whenever I have an idea for a game it is this golden image in my mind and all I can think about is how I can make it happen. If I overplan and talk a lot in step two before I start making a game, I tend to have issues. When it comes to the rock part or part three of making the game, after part two, things just seem a lot harder now. With things so fleshed out in design, it ironically seems harder to create the game now. With all the ideas and small nuances I tend to feel more overwhelmed and confused despite all the planning. Things seem more intangible and hard to create as planned. If I skim on part two or outright skip it and go straight to part three as Jordan Mechner recommends, I am less organized but I do have momentum. I am not bogged down with the intricacies as I am starting anything and thus I tend to be more productive.

I agree with the Superbrothers to a degree however I still believe that part two is important and should not be outright skipped. The great part of step two is that it allows for the game to be planned with high level of precision and leads to new ideas to fill in gaps for places that I did not think of originally. Planning is an essential part of longevity in any project and so I believe a little bit of talk is important since that will allow the rock part to have more structure and a proper direction to go towards rather than shooting in the dark and hoping that the current direction is the best one towards the final goal. Too much talk I agree is bad since it always tends to ruin the original image and leads to less motivation. However skipping it all together is still a little too zealous.

I suppose a succinct way of putting it is that instead of having a very high quality polished image to work towards, it is better to start small and just start working. This way, your vision and motivation will not be diluted by all the discussion prior but will be more than just a single narrow minded vision.