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Less Talk More Rock Response

This article was about the process of making a game and criticizing how the game industry has fallen so far from its peak. First, the author talks about the creative process to create a game. The first step is called Inspiration, which means think of an idea for the game. The second step is called Talk, which means think about the idea intellectually and discuss it with other people. The final step is called Rock, which means to actually start creating the game. Then, the author talks about how step 2 can be difficult and it can ruin the process of step 1 and all that talk could cause self-doubt and loss of motivation in others. Finally, he talks about how instead of following the steps 1, 2, 3, in that order, he says to follow it in this order: 1, 3, 2. He believes in this because it will give the creator more momentum and confidence about the project they are creating, and it will make problems easier to solve. I agree with this method because it will boost the creator's confidence about their ideas and when the project is being criticize, it won't change completely, hopefully.

Furthermore, he begins to talk about how the games today are not what they use to be. He says there is not enough gameplay in games and they are being pierced by "disruptive, dissonant elements" like "overlong and condescending tutorials, over-explained idiotic stories and a million other stupidities." He continues to say that he blames committees, middle managers, random stakeholders for letting this go to far and he refuses to play these types of games. I

strongly disagree with his opinion because he fails to understand nobody can just pick up a controller and instantly know how to play the game, some people learn slower than others and they need that “overlong and condescending” tutorial, the important thing to know about becoming a successful game developer is to always think of the player first and that’s what he fails to understand and he sounds selfish because of his statements. Also, many people enjoy stories in a game, a game doesn’t have to be solely based on gameplay, different people have their own different type of games they like in my opinion.