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### Response to “Less Talk, More Rock”

I am always thrilled to see work by the makers of Superbrothers, and this article is no exception. There’s a ray of truth in their article, in that sometimes, simplicity is god. You come up with an idea and run with it; in this scenario, there’s little to no time for elaboration. This is especially the case in narrative puzzle games, and in other genres shorter story-driven games. After all, these games are largely about aesthetic. But sometimes, you can’t always jump from the idea to the “making” stage.

I’ll take a personal example. In some of the stories I’ve written, I start with an idea that generally covers the beginning and end of the story. The middle, however, is often completely far game. In some situations, this is good, because it gives me more room to work and play with my idea. More often than not, however, I end up getting completely stuck on what to fill that gap with. How to get from point A to point B is a consistent problem in my story planning, and I just stop writing the story 3/5ths of the time.

If you don’t take the time to elaborate on your idea, you’ll often not know what to do next. This is an issue that kills nascent stories and games, and it’s pervasive in the industry. It can involve not knowing how to code something, or not knowing what character design you want in addition to narrative elements lacking progression. It may not be the case all the time, but not taking enough time to do steps 1 and 2 (inspiration and talk) can often be the death of a promising video game.

## Works Cited

“LESS TALK, MORE ROCK.” Edited by Brandon Boyer, *Boing Boing*, Boing Boing, [boingboing.net/features/morerock.html](http://boingboing.net/features/morerock.html).