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Article Response

Less Talk, MORE ROCK!

The article was quite an interesting read, it make very good point when it comes to game development and there are some points where I can disagree with. The beginning of the article discusses the three big steps to game development. The 2nd step where it is usually the creative process to executing the project, this part is the talk and the 3rd step is the rock where the game is actually made. I believed for a while that this was true to game development. In my experience, it was all about talking about how the project should look and feel to the player then plan out the parts to building the game before touching development tools. The article strongly makes a point about talking by reversing steps 2 and 3, because that is how game development is now and days. Communication is the key, especially while in a collaborative group. It is very important that all group members in the game development stage to view the same idea before or even while executing the project. If it's one thing I learned from game development is that communication can go wrong in many ways.

The article also in an interesting expresses the role of talk in video games, while I am on the fence of how article underestimate the power of communication in video games. I have to say that I know what the article is coming from. I guess that talking can be lots of noise and can also be a distraction or even a time waster to the gameplay. Games like Uncharted or even Mortal Kombat X does this, they try and mix in the cutscenes and then try and lead players into the actual gameplay. I have to say that video games should be an experience that others can happily enjoy but at the same, talk or dialogue isn't such a bad thing to include. Talk in video games have been used for today's generations for players to connect to the characters to the main theme of the video game. Games to today such as *Life is Strange* heavily feature this, player can get engaged to the main story while enjoying the gameplay of making impactful decisions to enhance the story.

I want to make a final thought about this article, this article really captures the frustrations within game design and that's good. Coming from experience within working within a group. Talking and communication can be a frustration especially when executing a game can go wrong easy. That would mean that the team would backtrack to step 2 to talk once again. Once the talk continues then that would mean less rock. That is why there is a leader in a game development team to determine the direction where they want to take the game and making sure everyone is on the same page. Overall, this article has a good points and it has points that disagree with such as the fact that they believe that talking in games is a waste but they point out things that can go wrong in game development.