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Less Talk More Rock

In this article the two focus of the article was when you make a game first create an inspiration, then build the game, then talk about the game and do what you must do to fix it and the other focus is to rock more than talk. For the first focus I believe it's the right idea to think of some thing you want to build then you make it. If you first talked about the game, then made it you can completely change your first inspiration into a different game. If you build the game first, then talk you can talk about issues with the game and figure out how to fix them. Also, this could be a talk if the game needs to be scrapped if it's that bad.

The second focus was to rock more then talk. This means to make a game that has more action than dialog and cutscenes. I don't believe in this because with talk there is more depth and understand when playing a game. When a game doesn't have enough text and more action after time in a game there can be some confusion in playing. I do though believe that more action in games does make the game funnier but at the cost there still must be come communication to understand events or details of a game that may not be known if there wasn't dialog in the game.

Also, with text it can give characters characteristics. If a NPC hated you for no reason you wouldn't understand why they did. This would also cause some confusion when playing the game. In the end when making a game there should be a equal amount of rock and talk.