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GDD-211-02
January 28th, 2019
Article Response

The article that I read was about the creative process behind making a game. First, there is the imagination, when the creator starts to think about the game. Then, there is the talk, which is when the developers begin to think about the game in an intellectual manner and discuss it with others. Finally, there is the rock, which is when developers actually get to making the game. The author discusses the struggles that can occur in stage two, as this phase could either ruin the original concept or prevent it from coming to life if it goes on for too long. Instead, it is recommended that developers go straight into step three before getting to step two, as it will make dealing with the struggles that stage two brings much easier. I like this approach because it can allow creators to work on bringing their idea to life, as well as help to convince those who may be skeptical about the idea. There are a few things, however, that I didn't agree with.

For instance, he complains about how many games today have "over explained idiotic stories" and don't focus enough on the gameplay, to the point where he wants to stop playing. I disagree because not every game has to be a mindless adventure to be enjoyable. In fact, there are many games with narratives that not only tie well into the gameplay, but also help to enhance them and make them more meaningful. From episodic titles like *Life is Strange* to more action-oriented games like 2018's *God of War*, these titles prove that games can create the kinds of truly intimate experiences that simply cannot be felt in other mediums of entertainment. He also blamed stock-holders and middlemen for the supposed declining quality of games, which I saw as him just pointing the finger at people rather than trying to address this supposed problem more directly. While games are certainly capable of being fun without a story, to rule out deep stories in games as an absolute negative comes off as quite arrogant.