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Response to *Less Talk More Rock*

The creative process can be a very complicated, stress inducing process. First you have to come up with the idea, then plan it all out, and then it's time to build it. Many times, in gaming developers never get to step three. This is very unfortunate and it's because they think too much in step two. They spend too much time talking, planning, and waiting for the right moment to start. The article *Less Talk More Rock* explains a different way than this familiarly process, the article says that we should skip step 2 and move on from step 1 to step 3. I agree with this because it is important to not lose that inspiration and that dream that you build in step 1 because once you lose that the idea is dead and the project is not going to happen especially the original idea that the creator had.

Another thing that I thought was interesting was the "dude vs dude" scenario the writer brings up. He talks about how our brain interprets the word "dude" and a visual representation of a dude. He says that the picture is not speaking to your intellect and that it is bringing out the older part of your mind that looks for patterns or something that is key that can identify the object. The actual written word or spoken in some situations is speaking to your intellect. I think the writer is trying to show how people's minds tend to think and interpret things when given to us in different mediums.