1. In your opinion what should every game have? Why do you like your favorite game?

It should have some sort of plot and characters to be compelling, and have a story to follow with objectives.

1. List the games you’ve played and currently play.

Minecraft

Destiny 2

Terraria

Shadow of the Colossus

Metal Gear Solid 5

1. Can you apply the three act structure to your favorite game? What is it’s pacing and how long do you find yourself in each act?

In Minecraft it’s a game where i could play at my own pace and the only objectives in the game are what you want to accomplish, like base building or mining for materials

1. When coming up with ideas where do you find you start, with the metaphor or the mechanic?

I’d start with the mechanics first. Then let the game take shape as you add more ideas to evolve it into a more finished product.

1. Over the course of this semester, who would you like to collaborate with and why?

I’d like to collaborate with peers that are hard working and focus on getting work done.

5 game ideas that can take place on campus

1. Minecraft
2. Terraria
3. Risk
4. Uno
5. Connect 4