

Week 1 Questions: Zach Dunlap

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

Every game should have some sort of reward system. The player should be rewarded for doing something right or well in a game. The reward could be a cosmetic or something that affects gameplay. I like Mario Kart Wii, my favorite game, because the physics and driving style are one-of-a-kind and unique to this entry in the Mario Kart series. I also really like the style and cosmetics that come with the limited hardware of the Wii. The game also has one of my favorite gaming soundtracks.

2. List the games you've played and currently play.

Tabletop/Card

- Battleship
- Blackjack
- Candy Land
- Checkers
- Chutes and Ladders
- Connect 4
- Creationary
- Fluxx
- Game of Life
- Golf
- Guess Who?
- Hedbanz
- Hungry Hungry Hippos
- Monopoly
- Munchkin Gloom
- Operation
- Rummikub
- Sorry!
- Star Fluxx
- UNO
- UNO No Mercy
- Yahtzee

- [Zombie Fluxx](#)

PC

- [Agar.io](#)
- [American Truck Simulator](#)
- [Among Us](#)
- [Apex Legends](#)
- [Bloons TD 6](#)
- [Bloons TD Battles](#)
- [Bloons TD Battles 2](#)
- [Counter Strike: Global Offensive](#)
- [Cuphead](#)
- [Euro Truck Simulator 2](#)
- [Fortnite](#)
- [FPS Chess](#)
- [Garry's Mod](#)
- [Golf With Your Friends](#)
- [Hand Simulator](#)
- [The Jackbox Party Pack \(2-7\)](#)
- [LEGO City Undercover](#)
- [LEGO Star Wars: The Complete Saga](#)
- [Leathal Company](#)
- [Mario V.S. Luigi Online](#)
- [Minecraft: Bedrock Edition](#)
- [Minecraft: Java Edition](#)
- [Move or Die](#)
- [Multiversus](#)
- [Overwatch 2](#)
- [Party Animals](#)
- [Peak](#)
- [Pic Me](#)
- [Realm of the Mad God Exhault](#)
- [R.E.P.O.](#)
- [Ski Sniper](#)
- [Skribbl.io](#)
- [Slither.io](#)
- [Sonic Mania](#)

- Splitgate
- Stick Fight: The Game
- Stumble Guys
- Super Animal Royale
- Team Fortress 2
- Terraria
- Unturned
- VVVVVV

Mobile

- Animal Restaurant
- Angry Birds
- Angry Birds Friends
- Angry Birds Go!
- Angry Birds Rio
- Angry Birds Seasons
- Angry Birds Space
- Angry Birds Star Wars
- Angry Birds Star Wars II
- Angry Birds 2
- Bad Piggies
- BitLife
- Brawl Stars
- Candy Crush Saga
- Clash of Clans
- Clash Royale
- Deadlock: Online
- Drive Ahead!
- Flip the Gun
- Fruit Ninja
- GamePigeon
- Geometry Dash
- Magic Piano
- Mario Kart Tour
- Monopoly GO!
- PewDiePie's Tuber Simulator
- Pixel Gun 3D

- Pokemon GO
- Rick and Morty: Pocket Mortys
- Super Mario Run
- Subway Surfers

Arcade

- Balloon Fight
- Centipede
- Dig Dug
- Dig Dug II
- Galaga
- Mortal Kombat
- Mortal Kombat 2
- Ms. Pac-Man
- Pac-Man
- Pac-Mania
- Pac-Man Plus
- Q-bert
- Rally-X
- Street Fighter II
- Tapper
- Tempest

NES

- Contra
- Donkey Kong
- Donky Kong Jr.
- Dr. Mario
- Excitebike
- Kid Icarus
- The Legend of Zelda
- Mario Bros.
- Mega Man II
- Punch Out!!
- Super Mario Bros.
- Super Mario Bros. 2: (USA)
- Super Mario Bros. 2: The Lost Levels

- Super Mario Bros. 3
- Tetris

SNES

- Chrono Trigger
- F-ZERO
- Super Mario Kart
- Super Mario World
- Super Mario World 2: Yoshi's Island

N64

- Mario Kart 64
- Super Mario 64
- Super Smash Bros.

Gamecube

- Animal Crossing
- Chibi-Robo!
- Mario Kart: Double Dash!!
- NFL Street
- Pikmin
- Soul Caliber II
- Spongebob Squarepants: Battle for Bikini Bottom
- Super Mario Sunshine
- Super Monkey Ball
- Super Monkey Ball 2
- Super Smash Bros. Melee

DS

- Drawn to Life: Spongebob Squarepants Edition
- Hot Wheels: Beat That!
- Monster Jam: Urban Assault
- Mario Kart DS
- Mario Party DS
- New Super Mario Bros.
- Pac 'n Roll
- Phineas and Ferb

- Super Mario 64 DS

PS3

- Call of Duty: Advanced Warfare
- Call of Duty: Black Ops
- Call of Duty: Black Ops II
- Call of Duty: Ghosts
- Call of Duty: Modern Warfare 2
- LittleBigPlanet 3
- Minecraft: PS3 Edition
- Sonic All Stars Racing Transformed

Wii

- Cars
- Cars Race O Rama
- Just Dance 1-3
- Kirby's Epic Yarn
- Kirby's Return to Dreamland
- LEGO Star Wars III: The Clone Wars
- Mario Kart Wii
- Mario and Sonic at the Olympic Games
- Mario Sports Mix
- Mario Super Sluggers
- New Super Mario Bros. Wii
- Rayman Origins
- Rhythm Heaven Fever
- Super Mario Galaxy
- Super Mario Galaxy 2
- Super Paper Mario
- Super Smash Bros. Brawl
- Tiger Woods PGA Tour '08
- Wipeout: The Game
- Wii Play
- Wii Sports
- Wii Sports Resort
- Wipeout: The Game

3DS

- Face Raiders
- Mario Kart 7
- Mario and Donkey Kong: Minis on the Move
- Mario and Luigi: Dream Team
- NES Remix
- New Super Mario Bros. 2
- Paper Mario Sticker Star
- Pokemon Omega Ruby and Alpha Sapphire
- Pokemon Rumble
- Pokemon Shuffle
- Pokemon Sun and Moon
- Skribblenauts Unlimited
- Super Mario 3D Land
- Super Smash Bros. for Nintendo 3DS
- Tomodachi Life

Wii U

- Disney Infinity 1-2
- LEGO Jurassic World
- The LEGO Movie Videogame
- Mario Kart 8
- New Super Mario Bros. U
- New Super Luigi U
- Splatoon
- Super Mario 3D World
- Super Mario Maker
- Super Smash Bros. for Wii U
- Yoohi's Woolly World

PS4

- Destiny 2
- Call of Duty: Black Ops III
- Call of Duty: Black Ops 4
- Call of Duty: Infinite Warfare
- Call of Duty: Modern Warfare Remastered
- Call of Duty: Warzone

- Call of Duty: WWII
- Fall Guys: Ultimate Knockout
- Far Cry 5
- Grand Theft Auto V
- H1Z1: Battle Royale
- LET IT DIE
- Minecraft: PS4 Edition
- My Name is Mayo
- Plants vs Zombies: Garden Warfare 2
- PUBG: BATTLEGROUNDS
- Rec Room
- Realm Royale
- Star Wars Battlefront
- theHunter: Call of the Wild
- Tom Clancy's Rainbow Six Siege
- TROVE

Nintendo Switch

- Nintendo Switch Sports
- Mario Kart 8 Deluxe
- Super Smash Bros. Ultimate

Nintendo Switch 2

- Mario Kart World

3. 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?

Beginning: Choosing your character, vehicle, and cup/tracks

Middle: Competing in the races

End: Results and leaderboard, total points are shown

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

Based on past experience, the mechanic comes first. But, I think with this class the metaphor will come first.

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

I would like to collaborate with Harmony because I've known her since I started at Robert Morris and we have a lot in common with each other. But overall, I would be happy to collaborate with anyone in the class because I think it's a good exercise to get to know someone. Everyone has different ideas and I am open to hearing them within a group setting.

Fluxx (Vanilla)

1. Was it fun?

Yes, I had a lot of fun learning and then playing Fluxx.

2. What were the player interactions?

A lot of our interactions were trying to interpret the rules of the game. After that, they became competitive and fun.

3. How long did it take to learn?

For me, Fluxx took about 20 minutes to learn.

4. What was the most frustrating moment or aspect of what you just played?

My most frustrating moment was getting excited to benefit from the "Empty Hand Bonus" and "Poor Bonus", just for someone to play a "clear all current rules" card right before my turn.

5. What was your favorite moment or aspect of what you just played?

I really liked the "inflation" mechanic.

6. Was there anything you wanted to do that you couldn't?

I wanted the rules that got cleared to come back.

7. If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be?

I would remove any hand limit under 3.

8. Is this a game you would play again?

Yes, I would definitely play Fluxx again. I really liked the concept for constantly changing rules and I liked how it kept me on my toes and thinking. I also really liked how the game could end at any moment.