Question Set 1

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

> In my opinion, every game should contain some form of element dimulated from real like like sand box games. My favorite games are usually sand box games, physics games, and simulators.

List the games you've played and currently play.

> Minecraft, Goat simulator 1 & 3, Mario Party, Picturika, Uno, Jenga, Mario Kart, Stardew Valley, Gang Beasts, Hello Kitty Island Adventure, Wii Sports, Hades, Cranium, Farkle, Yahtzee, War, Black Jack, Texas Hold em, farming simulator, The Sims 1-3, Tomodachi life, animal crossing new leaf; new horizon; & wild world, cards against humanity, apples to apples, hues and cues, Super Mario Bros.

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 applying Kobold's framework of a game's three act structure to Minecraft, the game's open-ended nature makes it a unique fit. **Act One** is characterized by discovery and survival. Players spawn in a vast, randomly generated world, where they must gather resources and build shelter before night falls, introducing them to the game's mechanics and setting the stage for further exploration. This act can last as long as the player desires, often taking a few hours or days, depending on their familiarity and strategy. **Act Two** involves development and expansion. Players deepen their skills by mining for rare resources, farming, trading with villagers, and exploring new biomes. This act can be expansive, as players set personal goals like building elaborate structures or fighting off waves of enemies, and can last indefinitely. **Act Three** culminates in personal achievements and challenges, such as defeating the Ender Dragon or completing complex Redstone contraptions. The pacing here is entirely player-driven, with some choosing to focus on combat, while others may spend more time on creative projects. Minecraft's flexible structure allows players to spend varied amounts of time in each act, emphasizing personal growth and creativity over a linear narrative.

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

> When I begin developing ideas, I often start with the **metaphor**. Using Kobold's metaphor vs. mechanic framework, I find that the metaphor provides a rich, imaginative backdrop that inspires creativity and direction. It serves as a thematic foundation, guiding the narrative and emotional journey of the game. By focusing on the metaphor first, I am able to establish a cohesive vision that resonates with players on a deeper level.

> For example, if I envision a game set in a post-apocalyptic world, the metaphor of survival amidst ruin immediately shapes the mood and aesthetics. This metaphor can suggest a narrative of resilience, community, and hope, which then informs the mechanics. The

mechanics, such as resource gathering or crafting, naturally evolve to support the metaphor, enhancing the player's immersion in the world.

Starting with the metaphor allows me to explore diverse themes and stories, ensuring that the mechanics are not just functional, but meaningful and aligned with the overall experience I want to deliver. This approach often results in a game that is not only engaging to play but also thought-provoking and emotionally impactful.

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

I'd like to collaborate with my peer group my age but also with my family, as having that diverse range will increase my games playability and accessibility for all aged.