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Journal Entry 1

Queers in Love at the End of the World

The story was about two women in love at the end of the world, which meant time was running out for their relationship and so the player would have to think fast. The game is choosing the couple's last interactions before the end of the world and "everything is wiped away." The game gives you 10 seconds to go through more choices than you can read in those 10 seconds and so it's really testing your gut reaction if you were in that situation, like a "what would you do?" In the story it you feel as though you are "god" in this situation looking down at two "characters" you are controlling. You have to chose the interactions between the couple, such as kiss, and hug and to what intensity i.e. softly or passionately. With every action comes a different response and changes the dynamic of the "story", if you can manage to read quickly enough that is. The more you play this particular game the more frustrating it is, as its extremely difficult to make meaningful choices or even understand the plot in 10 seconds. This game helped me to get an idea of the text story we would be creating next class, it made me think about how we interact with media, and how it must be engaging for a player to stay entertained and interested. All the games were good examples in showing how users can interact with media and how the way a story is told can greatly effect the message and meaning the player was supposed to realize throughout game play.

