Mack Watson

Edrex Fontanilla

New Media Techniques

5/13/18

Final Project Reflection

The main lesson I learned from this final project is to not bite off more than I can chew. In my Coggle script for the game, I wrote plotlines for three different planets, but when I got down to programming it in Muse I realized I had written way too much. But I also learned another good lesson: how finished the game seems is up to the player, not me. If I just seal off the other paths that I planned for the game – the two other planets I mean – then nobody can notice that I ever intended to have more than just one planet in the game.

The reason I originally had three different planets the player could travel to was because I wanted to maximize the player’s agency. I wanted to give the player the feeling that they really were exploring a solar system. But even though I didn’t include those two planets, I added different paths that explored the player’s agency by giving them the option to talk back to the game. Instead of just going along with the game, the player can refuse to take part in a Capitalist economy or tell the game that space “ain’t shit”. By providing these meta-options that break the fourth wall, I’m letting the player interact with the game in an unexpected and atypical way.

One thing that I realized about myself by creating this game is that I love combining different forms of media into a whole, especially when it’s in an interactive form. It’s so rewarding editing an image in Photoshop, then editing an audio file in ProTools, and placing both of those inside a Muse site, creating something greater than the sum of its parts. This is how I felt about my AR project too where I used Photoshop, Premiere, and HP Reveal Together to create a flying lamp rocket. In both cases, even though it took me many hard hours of editing to get it right, it was so rewarding to see everything come together.