

From October 31 to November 7

This week is about defining you and your content for the portfolio.

1. Draft your ethos. To start doing so answer these questions in words or sketches:
 - What is the job you want?
 - i. Game designer
 - What are the qualifications for this job?
 - i. Game design knowledge
 - ii. Programing knowledge
 - iii. User experience and playtesting knowledge
 - iv. Collaborative communication skills
 - What kind of *verbal* language would people hiring for this job expect?
 - i. Programing languages and engines
 - ii. Game genre and target audiences
 - iii. Mechanics
 - iv. Problems and collaboration to solve them
 - What kind of *visual* language would people hiring for this job expect?
 - i. Clear text, not overly graphic designer-y
 - ii. Focus on responsiveness to the users actions
 - iii. Striking visuals and strong imagery? (I want to work on more action games)
 - How does *your* experience prepare you for this job?
 - i. I've worked on many games in classes like IAT313, IAT312 and IAT410
 - What *characteristics* do you have that make you well suited for the job?
 - i. I have a passion for video games and user experience.
 - ii. I have a desire to research and find the best solutions to problems.

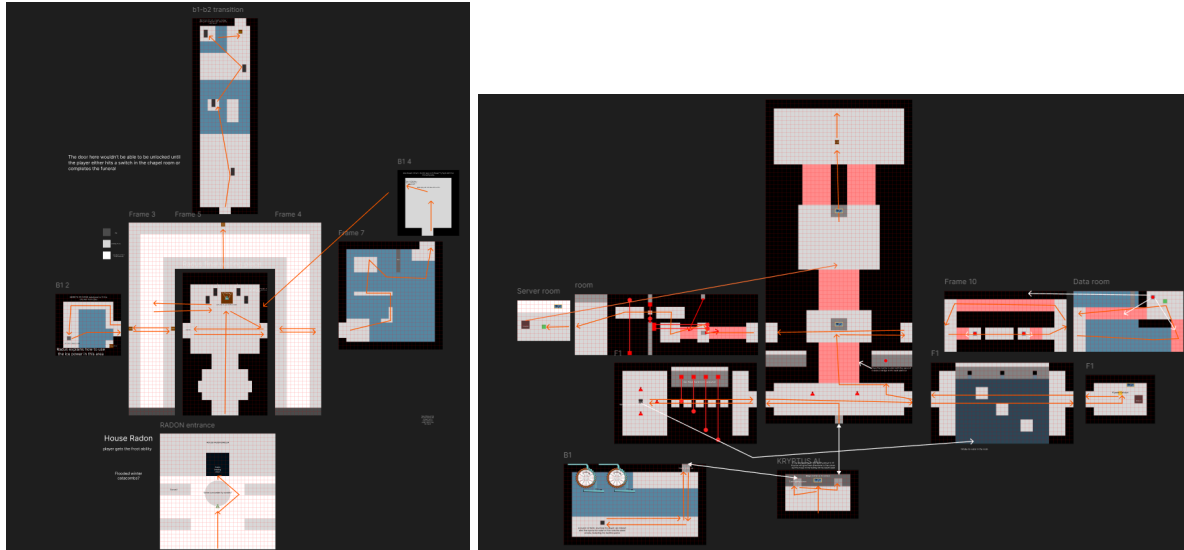
- iii. I like to collaborate as a team and often find that working side by side with other leads to the best experiences for both the users and the designers.
2. Based on your answers to the questions above, select a prior project and complete a process analysis which helps support *why* you are qualified for the job. The process analysis should:
 - Show your ability to *think* through a problem from start to finish.
 - Show how you *iterate* over the course of a project.
 - Have accompanying artifacts — images, video, audio — that *support* what the text is saying.
 - Be approximately 250-300 words in length.

Argon Chalice:

This game is a top-down zelda-like adventure game, where the protagonist would explore a decimated kingdom on a quest to find the argon chalice, a magical artifact that would save the kingdom from ruin. I was the narrative and level designer for the game. I had divided the game into a couple dungeons, each one had a lead character the player interacted with and a type of puzzles that players needed items gained from the dungeon to complete.



The second and third levels of the game were the real levels, with the first one being more like a tutorial. The second level had the player collect an item in a room to complete a ritual that helped a lost soul pass on, they would then get the power to freeze water blocks and jump between them. In the third level, players would gain a magic blaster that allowed them to shoot switches. While these mechanics were interesting, players found the dungeons lacking any challenge and the story events were too simple.



To remedy this, I changed the way that players interact with the narrative, instead of these small scenes that prelude dungeons, I had the characters “follow” the player around, in different sections and different scenes. What I had thought kept things nice and simple actually just made things boring. With these new interactions, I was able to make more areas in the dungeons have more believable conflict, like adding a fight against a new automaton enemy after the player had helped an artificer complete some tasks. These changes to the map and story left a much better impression on playtesters.

3. Write a draft bio using no more than 100 words to introduce yourself.
 - I’m a game designer passionate about creating games that people can enjoy either on their own or with friends! I have been studying at the School of Interactive Arts and Technology at Simon Fraser University to improve my understanding of design and the process of creating a great experience for the user. I can’t wait to work with a team to create a game we are all passionate about!
4. Setup a git repository for the project.