3. THREE SHEEP AND A WOOD

WEEK 3
Due: Jan 28

It's time to learn the game we're playing. Everyone around you is going to try and misdirect you, but you need to see through that.

Quest Objectives:

1. *Review* the guidelines for your first Boss Fight: The CRIT.

2. *Watch* Brian David Gilbert's "Spider-Man Is (Definitely Not) Murdering People" (3:53 min).

3. *Play* or *spectate* the game that you plan to conduct your CRIT project on. Spend at least an hour with it, and jot down some notes about the **mechanics** (core features) of the game and what you notice.

4. *Post your response* to the prompt on the following page.

Completing this Main Quest grants you 50 NAPS.

3. Three Sheep and A Wood

(To be posted as a blog post on your site!)

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Don't let them dazzle you. They'll show you tricks and you'll want to believe; but you need to know the difference between sleight of hand and the real thing. Real ludic magic is something deeper than music and fireballs. Look closer, and tell me what you see.

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In your reflection post this week, you're going to carefully unravel the **purpose** of the game you've chosen to analyze. Now that you understand **core engagements,** you're going to see how well this game holds up to your new understanding of Design. Respond to the following prompt with a brainstorm (>350 words total). Post this to your site **and bring this to class with you!**

> **Reflect** on what we've talked about regarding game criticism and core engagements. Take the game you've chosen to analyze and ask yourself: *what core engagements is this trying tapping into? How do you know?* Emphasis on the *trying* here. Look for signals: how much time does the game spend with each mechanic. (For example: *Red Dead Redemption II* is clearly a narrative game because it spends 100 billion hours in cutscenes. *Catan*'s appeals to fellowship involve everyone angrily trying to barter with one another).
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> **Brainstorm the following:**
> - What would you say a **core engagement of this game is?**
> - What would you say the **primary purpose of this game is?**
> - Is the mechanic you've identified **essential to that engagement?** If it is, **how well is it holding up to that?** If it isn't, **is it distracting from it?**
> - How would the game be changed **without this mechanic** or with a different one substituted?