

# Advance Play Design

Reflective Responses of weekly exercises

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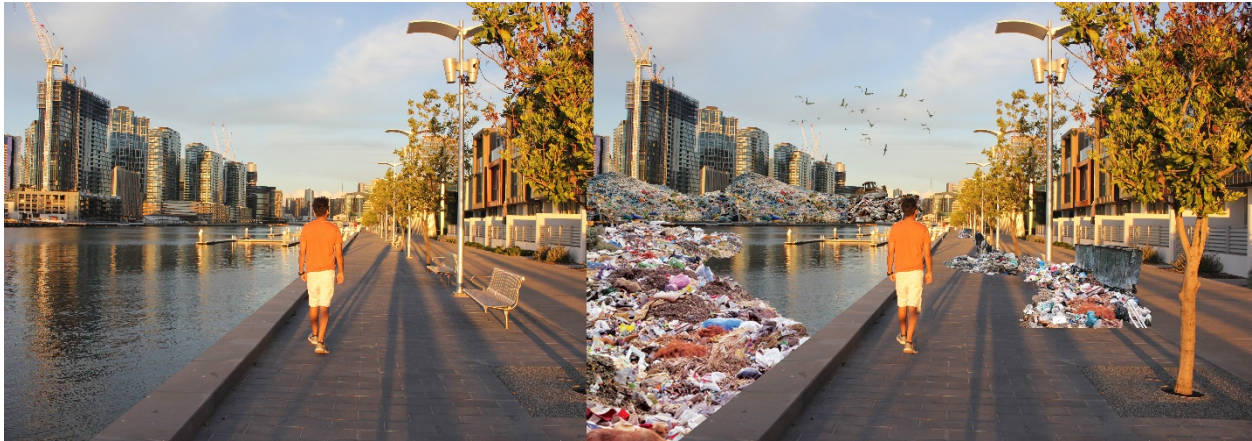
*Tutor: Brendan Harwood*

## Folio 1 Submission:

Reflective Responses of weekly exercises, 5 artefacts uploaded to the MAGI website.

## Week 1 Theme Play and Observation:

Link to work: <http://magistudio.net/work/advanced-play-design-week-1-activity-1>

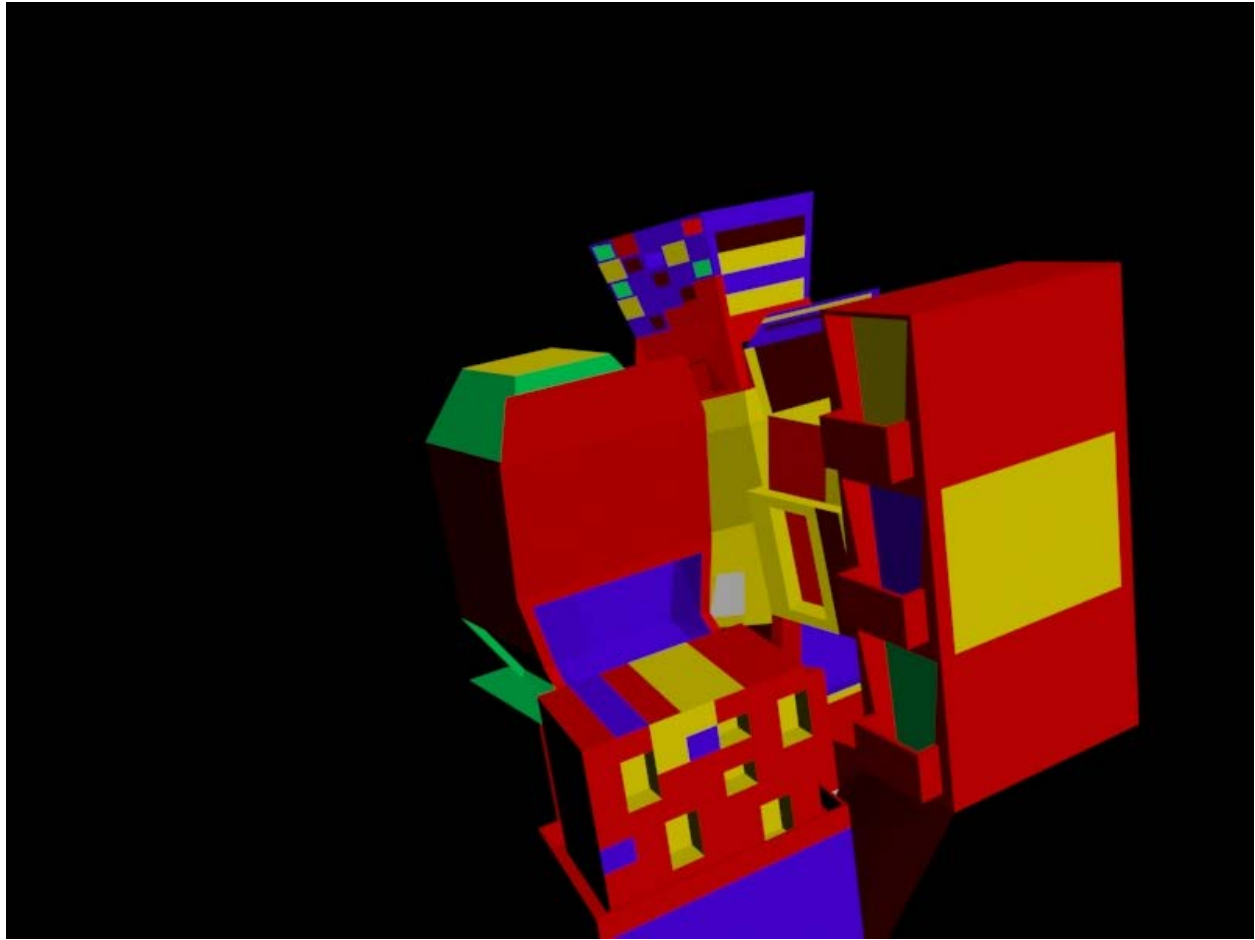


Observation, when we hear the world the only thing comes to my mind is how we see the world in our mind, the vision of the artist how we portray the idea to describe what we think or believes. I want to make a game to spread awareness about sanitation. So, started thinking on how to express the sanitation conditions in underdeveloped countries to the masses who are unaware of such practices. The project aims to educate the demography of people who are unaware of the current whereabouts of the situation or people who have had to face a similar problem.

Using image editing tools like Photoshop, I tried to show the conditions in 3rd world countries from my perspective and observations.

## Week 2 Theme Play and Tinkering:

Link to work: <http://magistudio.net/work/advanced-play-design-week-2-activity-1>

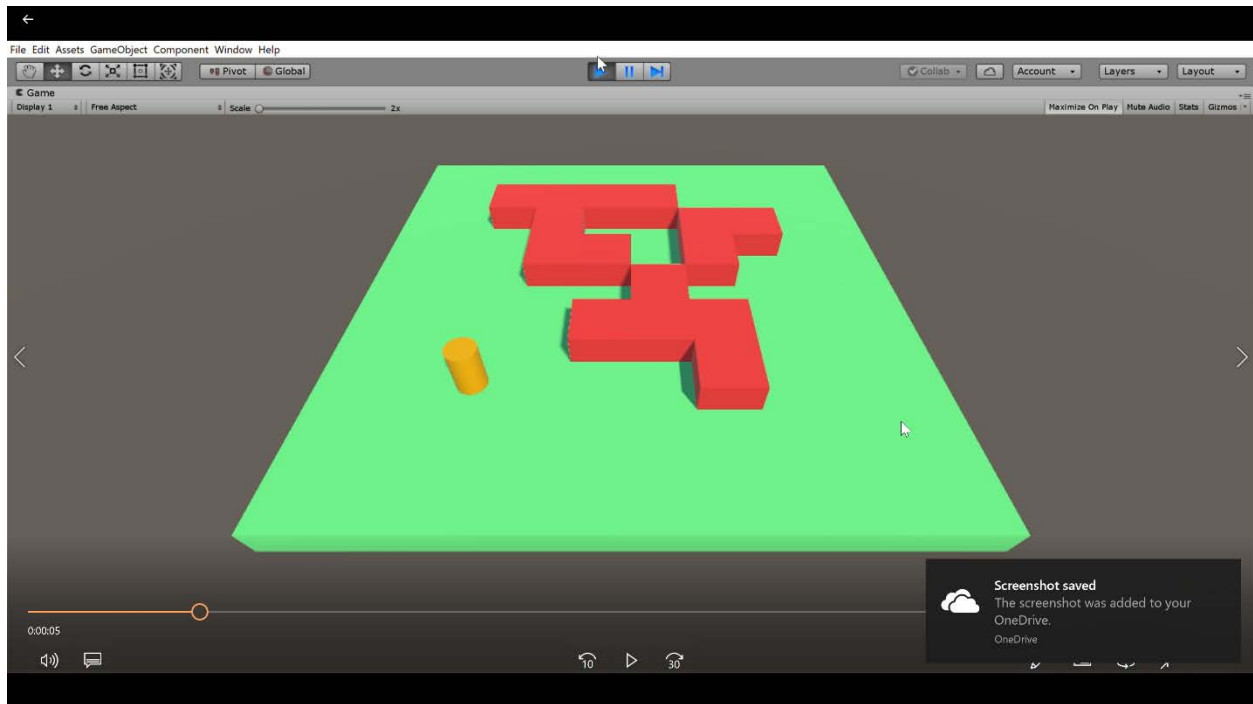


Tinkering; this word gives me feeling a vibe of random, unplanned work. Taking an unconventional approach than any traditional method. So, while doing this exercise in the class I didn't think much of my style, the way I do stuff generally. I just opened a 3D design software which I am familiar with like Autodesk 3Ds Max and started creating something which I never do usually without planning out first. After spending some time on it, I started seeing it taking a form.

Even if it does not relate to my project which I am doing for this semester, but I enjoyed the process of creating this work, it gave me different perspective and I saw the outcome analogous to a city alley like structure of an imaginary fantasy world from different planet or dimension. I animated it on a path spline to give it an effect like it is taking shape out of few colorful things.

## Week 3 Theme Play and Materiality:

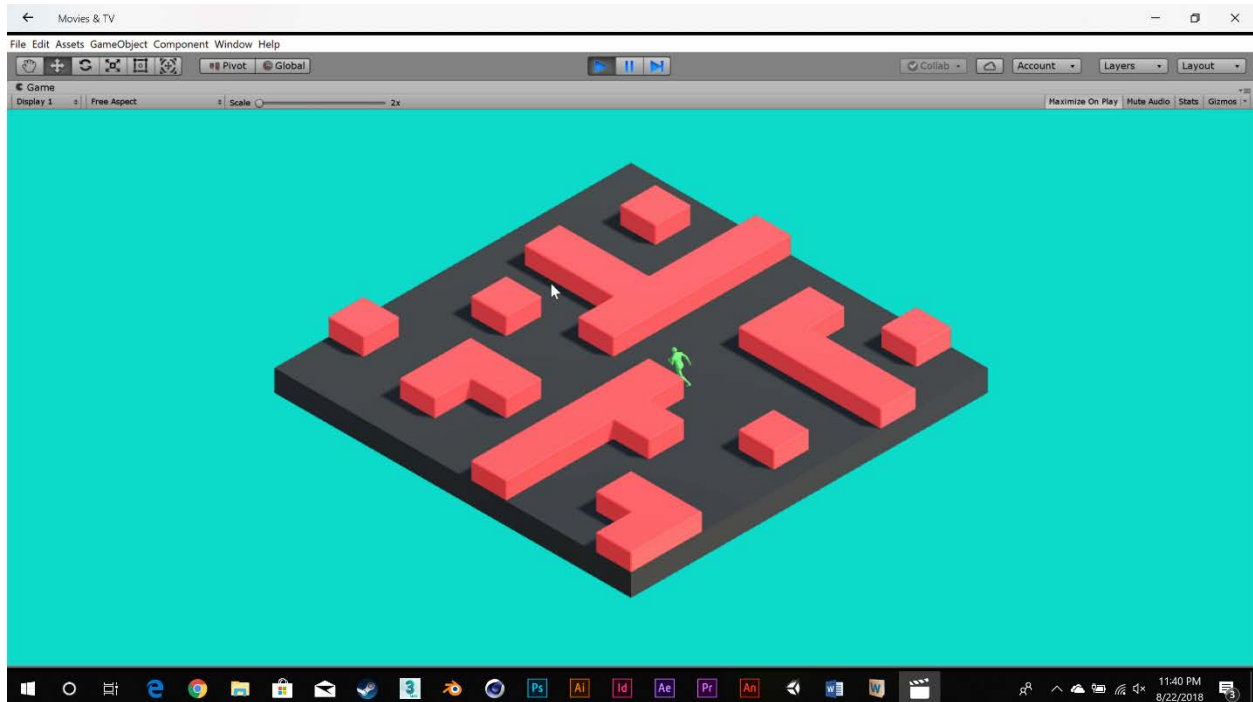
Link to work: <http://magistudio.net/work/advanced-play-design-week-3>



Materiality; first thing that comes to my mind is existence. It's a physical and tangible thing that we can experience using our senses. It can be analog or digital. I was confused how to approach this exercise because during initial phases of my project, I was working on functionalities for the game mechanics, learning the code behind it for the game programming and prototypes. So, I decided to make a script in C# to generate a random maze-like level in Unity 3D.

## Week 4 Theme Play and Place:

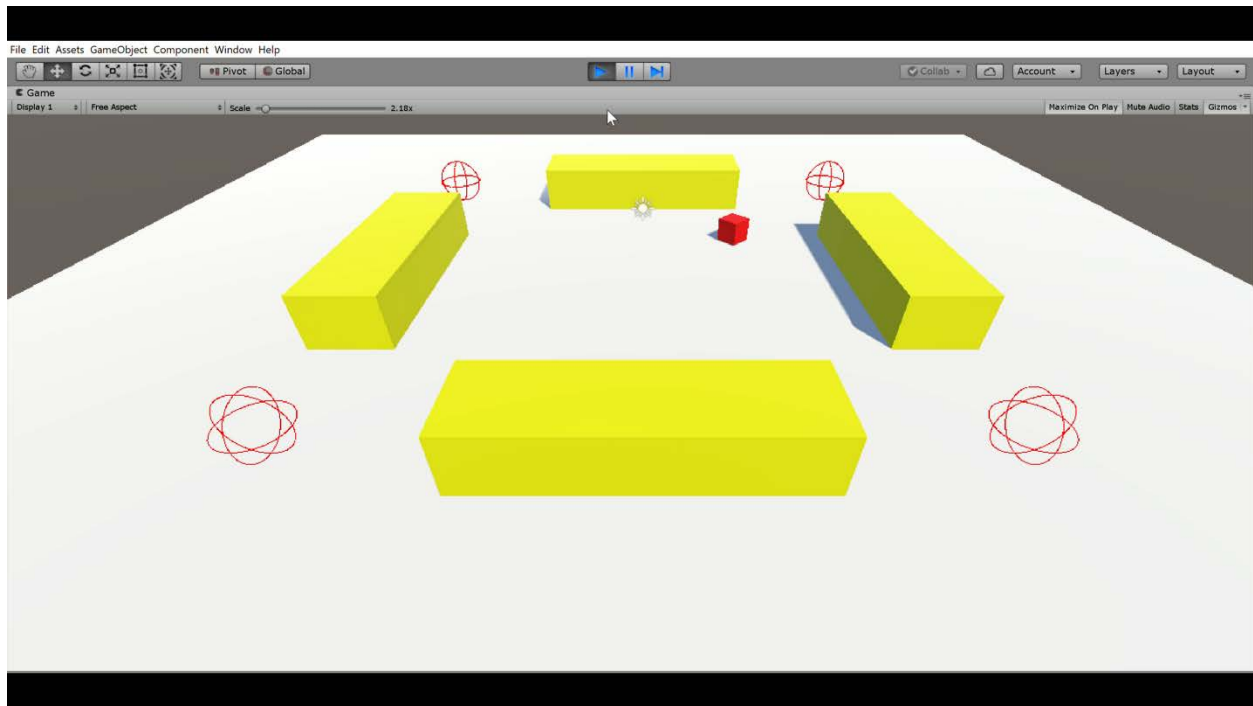
Link to work: <http://magistudio.net/work/advanced-play-design-week-4-1>



The place is the location or environment where things take place, any area set aside for a purpose. Place plays a crucial role in explaining an idea or concept as it transforms our imagination into a real-world scenario. My project theme is a time-based maze puzzle in which we as a player must navigate the game character through a maze-like level. So, for this exercise, I decided to make functionality in Unity 3D for the game mechanics. I used C# programming for navigating the character, controlling its animated movements in MavMesh feature of Unity 3D.

## Week 5 Theme Play and Objects:

Link to work: <http://magistudio.net/work/advanced-play-design-week-5-1>



Object; A tangible entity that can cast a shadow. In this case I focused on the generalized concept of it because object also can be the goal planned to be reached and which is believed to be achievable. So, for this exercise, I decided to make a functionality in Unity 3D. I used C# programming to defines a path for a non-playable character (NPC), which can be an enemy or an obstacle in the game. This exercise is about moving NPC's automatically to make them patrol around set path.