

Brief

This is an *individual* assignment. You should play the assigned game and write a **2 paragraph reflection** of your experience by the deadline stated on the [website](#).

Play the game until you feel you have the main idea about its mechanics and the elements that are procedurally generated. For some games, this will mean playing for just 15 or 30 minutes; for others it might mean finishing the entire game.

- **Note:** if the assigned game is inaccessible to you for any reason (e.g. you find it too challenging or it does not accommodate your disability), you may ask a friend (in the class or otherwise) to play the game while you watch. Try to ask questions to understand the mechanics as well as possible! Alternatively, try searching for the name of the game + “let’s play” on YouTube and see if you can find a video of someone playing.

Write your reflection in the following format:

- Paragraph 1: **Describe your subjective experience** from start to finish, including how you navigated the game’s challenges (if any), when and why you stopped playing, and what emotional or narrative trajectory you experienced as you played.
- Paragraph 2: **Analyze the mechanics** of the game, focusing on procedural elements.
Answer any of the following questions that may be relevant:
 - What are the elements of this game that are procedurally generated?
 - Why do you think the developers used PCG?
 - Was the use of PCG successful? How might you improve on it?

Submitting your reflection

Submit your reflections on **Gradescope** (under Design Reflection <N>, where <N> is the Nth reflection) individually.

Due date for Design Reflection 1: Wednesday, Feb 5th, 11:45am.