Ben Fasinski

**The Lens of Inner Contradiction**

Looking at our game through this lens has us examining the game for any qualities that may contradict each other. Looking at the general purpose of that game being to collect resources and build a town with those resources, it seems that the subsystems in our game support this purpose. Going through the list of systems in the game there do not seem to be any that contradict the overall purpose of the game. The game is pretty much just collecting resources in a match 3 game the taking those resources to the city building portion of the game to create your city. Outside of those to portions of the game there are intermediary screens to get you from the start menu into one of these two systems and screens to move you between the two systems.

**The Lens of Atmosphere**

Using the lens of atmosphere we examine the feel of the game as represented by the visual and audio aspects of the game. Right now we have the match 3 section implemented and the city building portion implemented both with no backgrounds yet. However the design of the city has very rustic feel to it and the design of the buildings and the surrounding area lend the feeling of an out of the way little town in the hills somewhere. A place that is filled with folks going about their simple lives and mostly keeping to themselves. The match 3 portion of the game you move around what look like coins for each of the different resources so it gives a sense like your collecting currency, which is what you are doing in the part. We have some backgrounds in the works for the match 3 section so that the game overlays some pleasant simple images that will be reminiscent of the time period that we are aiming for with the game.

The audio aspect of the game is still under development. Outside of the general sounds of the pieces moving on the screen and the matches being counted there will also be a reminder noise when you attempt an illegal move. There will also be a match ending little jingle to give the feeling of accomplishment. As far as the background music of that game goes, we are looking into music that is somewhat reminiscent of the time period. While it will not be ripped straight out of the pages of history, as that type of music tended to have sharper tones being used. A remix or contemporary interpretation may work well as the music can be softened a bit. We want a more even, relaxing melody for when you are playing the match 3 game so that it does not make the player feel rushed or that they need to make super quick decision. With the city building portion of the game a mellow, rustic feeling tune would work well to convey the sense of easy the setting is showing.

**The Lens of Love**

Using this lens we are looking more at the team then the game. I feel like my team did not start out loving the game. I feel that the team really just wanted to make a game, then we went with this idea and as we started to delve into the specifics and everyone got a handle on the idea of how that game was going to work and what would be involved with making it come to life everyone like the game more and more. Then, as we created more of the game and we were able to take it in a unique direction then people started to fall in love with it as we began to make “our” game. I think at this point we all have so much invested in making this game a finished product that everyone has fallen in love with some part or another at least.

**The Lens of Team**

I think that this is the right team for this project, we enjoy each other’s company and don’t argue about too much. We keep each other grounded on what needs to be done with the game to bring it to fruition. We are able to communicate effectively with each other so that we can share our ideas in a positive manner. Even if the idea does not work in its initial form we work together to get it into the game in one form or another if possible. Over the course of the last few weeks we have become comfortable enough with each other to voice our opinions and joke around with each other to make this a fun project to work on. While we do go off in many different directions on this project we are usually able to discuss each idea and bring everyone’s idea back to the project in a reasonable manner so that we can include the best parts of each idea in the game.

**The Lens of Client (yes, that’s you!)**

The client has told us that he wants us to remake a game. Remade in a way that you can see the game we started with but you can also see our unique spin on it. The client thinks that he wants us to get experience working in a group environment where people have different skill sets and strengths to create a finished and polished game that is enjoyable to play and shows that we can come together to make a great experience. The client really wants to give us a good grade for a job well done and for no one to have been hurt in the production of these games, deep down in his heart. Also he really, really wants to give us all A’s.

**The Lens of the Raven and The Lens of Your Secret Purpose**

(That’s right a two-fur)

Since both of these lenses amount to the same general answer in this project I will use them both here. The lens of your secret purpose asks why I am doing this which can be answered with the lens of the raven, is this worth my time? I am doing this because it is worth my time. This project is worth my time because it is giving me experience not only in working on a project that will, theoretically, be publishable at the end of the semester but I am also getting invaluable experience with working in a group. As far as if this both lenses are concerned this project is being graded so good grades lead to good GPA’s which lead to good status leaving institutions which lead to getting good jobs and getting our foot in the door in this industry by showing off what we have experience doing and that we can get products done.