Weiqi “X” Gu

Experimental Game Design

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Documentation of Score Iteration 1

To think of a score, I started seeking for materials near me. I know it might not be the best way to come up with ideas but it’s a natural reaction people have. I found that paperclips could be some material that conveys what I want to express for the score.

The purpose of the score is to show that tiny and vulnerable pieces can be organized and gain considerable tenancy. I also want to make audience feel the strength of certain physical material. In a way the chain is constructed, it also requires player to think about how far should it go, and since I didn’t mention what shape should it be, it’s really up to the player to decide what they are going to make.

The aspect that player convert components to objects by themselves and test that out could be something similar to the genre of sandbox games. I think it releases stress and attracts attention through the activity of making and testing things that usually seems meaningless.