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Experimental Game Design

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Documentation of Intervene (Diablo 4)

 This artwork is based on the mainstream single player ARPG “Diablo 3”. The diablo 3 game has complex mechanics on item collections and level systems, and a large diversity of attributes. However, most of the attributes and mechanics can be simplified into three stats: Toughness, Recovery, Damage(See description). Basically they together determines whether the player could win the combat, and the entire game is based on it.

 The game I created is combined with an avant-garde intervention and an appropriation of Diablo 3 ‘s gameplay process/activity. It is extracted and simplified in a way that player could realize what they are technically doing. The reason that I claimed in description that the game has the best “graphics” but it’s actually blank, is to express that the best graphics is our imagination. I’ve read many of the Duchamp’s and Yoko Ono’s pieces such as L.H.O.O.Q., a mocking of traditional art statement, and get inspired from that and attempted to make sarcasm of the gameplay from one of the mainstream game, Diablo 3.

 The game is actually replayable and I reached level 30 eventually. The numeric formulas ensures that the challenge is increasing over time, and get the feel of achievement by constantly getting reward.

I decided to make the background as well as the area where it supposed to be combat graphics being completely white. Its blank graphics is just like showing something like “imagine an epic combat there.” It can reference to the anti-artism idea in the Dadaism movement, where it criticizes the current trend in the game industry of pushing the game graphics into a more realistic and detailed level, while ignored the fact that the best graphics, is people’s imagination.