

Form Info

Your Email

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Name of the Game

Destiny 2

Date

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Session 2: Solo Playthrough | 45 to 60 minutes

a) Descriptive Notes

****Another attempt at the Solo Playthrough****

As I was trying to synthesize my field notes, I found my Session 2 notes to be a little lacking. I know this was mainly due to the fact that I was struggling to get a handle on the game, so to add the multi-tasking skill of taking descriptive notes was very difficult (especially because I couldn't find the pause button, so sad, I know). So here, I'm playing again and adding more descriptive notes.

- There is path that I can follow, but I am free to move about the whole environment where it makes sense. There is an image of a drop off (cliff) and walls, so there are limits. I can jump, crouch and fall into a flooded pit. The ghost does prompt me to move into the cosmodrome and the direction of narrative, and there is a sense of urgency in his voice.
- There is an up-and-down cadence to the way the screen moves to mimic walking
- I have no idea what button I pressed, but I have moved from first person point of view to third and my avatar is dancing. I don't know why or what for
- Inside the cosmodrome, my direction of movement is limited by the railings and hallways. There are crates, beams and fallen debris that partially block the path. It's not always a straight away either. I have to turn corners to see what's next.
- Ghost tells me to pick up the weapon
- The music is suspenseful. When there are multiple Dregs, the music is louder and more intense than when there are no attackers.
- In first person, I can see the weapon I'm holding in my right hand
- Lighting changes as I move into different areas. Started brighter outside, then very dark, then dimly lit, then red light through one corridor. Nice detail that when there is no "roof" it is bright and when the space is tight or deep, it is very dark.
- The ghost warns me to get ready to defend myself (shoot). I see a Dreg after I turn a corner. It take a couple shots to kill it. As I am shooting it, it is approaching me with some sort of electrified weapon. It can shoot and slash I think. I take some damage. Another Dreg farther away, I shot it down.
- Ghost tells me Dregs are scavengers and there is loot to collect. I have a bunch of ammo now.
- Space opens up into a big room with stacked crates and a bunch of Dregs. I tried to find cover before shooting them. Threw a grenade. Trying to figure out my special powers. Trying

to just run away from them. They are chasing me. Hard to turn around. Is there a way to just hit them with my gun when they are this close?

- Red flashes and slashy sounds are made to indicate I am getting taken down by the Dregs and dying.

b) Analytic Notes

- This time around, I noticed that the action was gradual. First it was one Dreg around a corner with cover, then a pair in a slightly larger space, then one with no cover and you need to make a distance shot, then a group in big room, then a very large group in a much larger space with different path options and the expectation that you use all the different items in your arsenal to fight. I can see how this would help a player get accustomed to game and learn how to play.
- There is no way around the violence, you have to shoot your way around the game to progress, which makes sense for a FPS game.
- I think it's interesting that the Dregs look very alien and evil. They have humanoid form, but the face is very far from anything human. Blue eyes and bug like face (actually Alien-like from the Alien movie franchise). I can't tell their gender. Maybe that is done so that it is easier for a player to want to shoot and kill them right away?

c) Affective Notes

I truly thought by this time, the intensity I felt playing the game would subside due to a little familiarity. That was not the case. The need to shoot and kill things to survive makes me tense. At first I thought it was the shooting and violence, but I actually think it's this need to survive that kicks my heart rate up and sends adrenaline through me. I know it's a game, but tell my body. I know I'm staring at my laptop screen crazily tapping at the space bar to shoot, but I feel like I'm there. The graphics are so real. There is so much detail to the environment that makes it so dynamic, including well timed sound effects and music.

Session Fieldnotes

The realistic environment and FPS gameplay draws me into the game so much so that my fight or flight response kicks in.

Include Images

- [Screenshot-83.png](#)