

Form Info

Your Email

mellaurie@outlook.com

Name of the Game

Destiny 2

Date

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Session 2: Solo Playthrough | 45 to 60 minutes

a) Descriptive Notes

- We start outside on Earth, now "fallen territory" what used to be old Russia.
- Probe thing called Ghost is what awakens me from the dead and is now my companion and guide. I am told that we need to get through the cosmodrome to the city. I am directed through dark corridors and prompted to pick weapons. Single line directions are given to tell me how to use my weapons.
- I am amazed at the amount of detail of the environment. When I look up, I can see the decrepit framework of the metal structure I'm in. When I look down, I can see pieces of rubble strewn about. When the enemy approaches me, I can see that they are elaborately created from facial structures to clothing to this general slick/slimy appearance. Details like the simulation of a breeze from the waving of a rag in an open area. Dead Dreg lies on the ground with blood splatter... doesn't disappear.
- Movement comes with bodily sound effects at times when you'd expect to exert more effort (for example, in a big jump).
- Music changes and intensifies when more enemies on the screen.
- I noticed that I have an inventory, but directions/hints are so quickly given that I'm not sure how or when to use each weapon.

b) Analytic Notes

- My problem was to survive getting through the bunker(?) by killing off all the enemy creatures
- My options were the inventory of arsenal I had collected along the way. Hints were given as to how to use them and some of my powers as a Warlock.
- At the beginning of the game, you can choose your class, gender and race. The classes are not hierarchical, but are more about the type of gamer you are (do you want to be fast and quick, wise and healing, or strong and forceful?) You could also pick if you wanted to be human, awoken (alien race) or a mech. For gender, there was only male or female, which was limiting given all the other options of choice, from hair/eye/skin color to face shape and markings.
- I'm not sure about learning other than for, I was learning how to move and interact in this space as FPS on a PC is new for me and in general, FPS is not something I do regularly. Because of this, I feel like there could be a lot to the game that I am missing out on understanding or experiencing. The learning curve is steeper than I anticipated.

c) Affective Notes

I could feel my heart rate increase as more enemies were attacking me and I fumbled to shoot them all. It was overwhelming when I entered an open area filled with them as I had no idea what to do other than try to shoot at everything. I was very slow to accurately aim and fire, and so I was killed off many times. With multiple enemies, I had no idea how to deal with all the chaos and that was very stressful for me. I would not describe myself as a control freak, but feeling ill quipped in the unknown was incredibly unpleasant and I just wanted to leave and stop playing, which I did (at the 30 mins in mark). After a breather, I tried again with a little hope that at least I was starting to get my bearings and no expectations of getting past the chaos I was stuck in last time. Although I was more prepared and could navigate the space better now because I was more familiar with the controls (e.g. moving with AWSD while aiming my weapon with the track pad), my heart rate still sky rocketed as I anticipated the chaotic fire fight. Actually, my heart rate again increased right from the first Dreg attaching me. Again, I could not get past the big fire fight even though I figured out how to better use the Warlock's special powers. I just have a terrible shot. Maybe clicking actual mouse buttons instead of using the track pad would help. I find it so crazy that even though the game is off, my hands are still shaking. That is more adrenaline than I ever expected for playing a game. In retrospect, I am surprised how easily it was to focus on the screen and get lost in the game with the first person shooter perspective. If I was more skilled with operating my character with the keyboard/mouse interface, I would not have "broken" my embodiment in the game.

Session Fieldnotes

Playing Destiny 2 was a lot more immersive and intense than I imagined. This was partly because of how much I needed to learn about how to interface with the game and how quickly I needed to learn how to play and move in the environment in order to be successful in the game.