This document was made to show the way I think as a Game Designer by asking a series of questions used to test my sensibilities from a glance.

1. **List your 10 favourite games of all time and give reasons for your top 3.**
   1) *Lies of P*
   2) *Hollow Knight*
   3) *The Outer Worlds*
   4) *Valorant*
   5) *The Witcher III*
   6) *Deep Rock Galactic*
   7) *Cyberpunk 2077*
   8) *Middle Earth Shadow of War*
   9) *Ori and the Will of The Wisps*
   10) *Moonlighter*

   Lies of P:
   The world, story, lore, characters, weapon customization, bosses, I could gush on about so many aspects of this game, but I'll focus on my favourite. Lies of P contains the best feeling combat I have ever experienced in any game. Very much like bloodborne and Sekiro except for 2 things that make it special. The parry and Guard regain mechanics are the core for this. They make the player feel so involved with the combat because they reward you for engaging with every enemy forcing you to learn their move set and makes every encounter a dance that is rhythmic and methodological.

   Hollow Knight:
   This game made me fall in love with level design. Exploring Hallownest was the most rewarding experience I've had to date. No feeling more satisfying than seeing a place you can't get to because you don't have the right ability, going to another area, getting a new ability and going back because the light bulb in the brain goes off and you unlock a completely different part of the map. Team Cherry made back-tracking fun. The first game I played to make me passionate about the art of Game Design.

   The Outer Worlds:
   Characters make or break an RPG. They are such a core part of the experience and Obsidian nailed it. Character designs were unique, companion quests and storylines were sweet (Parvati's my favourite, and solely because of that quest, my favourite companion) and character motivations real. Everything else about the outer worlds was Good but the characters are what made me stick with the rest of the game just to see what happens next.

2. **What is one aspect of your favourite game that you would change or improve?**
   The Outer Worlds gunplay wasn't terrible. I enjoyed it enough to engage with it to the end. The other part of the combat system though, the melee, was so unengaging, I would actively reload saves the moment I run out of ammo for all different weapon types in my inventory. That is how much I don't like the melee combat. It is too unresponsive. Hits are not impactful and the weapon designs, while they fit in universe aren't cool enough to warrant the want to be used. Incorporating hit stop to add a bit more responsiveness and making weapons feel like they look by having punchier sounds, slightly longer hit stop and bit more visual feedback for heavier weapons for example to add just a bit more to the melee experience.

3. **What elements do you consider when first structuring a new game design?**
   Character, Control and Camera. Games go through multiple iterations during development, but I always aim to establish these 3 elements as early in preproduction as possible.

4. **How do you approach balancing mechanics?**
   Too much of anything is a bad thing and too little of everything is nothing. That is the philosophy I follow when working with mechanics.

   From a level design perspective, levels should be designed to take advantage of new mechanics introduced with enough space for the player to get used to them. Never give them too much in a short period either, as that will overwhelm them and leave them confused with trying to figure out how things work and the situational context of how to engage with new mechanics.

   Synergy with other mechanics is another thing I consider heavily whilst balancing mechanics. Side mechanics shouldn't overwhelm main ones as they're made to compliment the experience is not the main thing the player engages with. Main mechanics should not be overused either as it will inevitably get boring. The player doing the same thing repeatedly will always eventually get boring no matter how satisfying the mechanic might be. Balance in the player engaging with each mechanic is key to player satisfaction.

5. **How do you incorporate user feedback to improve the game design process?**
   Design iteration is a natural part of development. Getting feedback from the player is one of the most effective way to iterate accordingly, as what better way to design your game than with the players you are making the game for. I always try to run a playtest with a small group of testers every sprint in development and use the feedback from these sessions to consider the conceptualisation of new mechanics and further tune existing ones.

6. **What role does storytelling and narrative play in your game design**
   Not every game has a story, but every game has a narrative. A story is an experience the player witnesses through writing while a narrative is an experience built by the player while engaging with the game mechanics. When designing my games, I enjoy having at least some surface level story but focus more on creating mechanics and systems that the player engages with to give them more opportunities to craft many narratives for themselves as that is what creates those memorable experiences for the player.

7. **Describe your experience with various game engines such as Unity or Unreal Engine.**
   I have been developing games with Unity 2D in 2021 and Unity 3D in 2024, having also completed formal training in using the game engine with "The Unity C# Survival Guide" administered by StackSkills. I have used it to develop multiple prototypes and a fully released game.
   As for Unreal Engine, I have completed formal training in using the engine with "Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games" and "Unreal Engine Blueprint Game Developer".