

COSC 438 – Game Design and Development
Miyazaki Exercise
Fall 2019

In this design homework, you are to select your perfect moment in videogames or gaming in general. The moment can be a single scene, or even a whole game arc if you wish. Try to consider this from a design standpoint, and it should not be a moment that cannot be duplicate (i.e. a moment that stands out because of the interactions you were having with particular and specific people).

Once you have selected this moment, do the following in one page or less:

- 1.) Describe the moment, including providing details about the game you have chosen.
- 2.) Justify why this is your perfect moment in gaming.
- 3.) List three things you would change about that moment from a game design standpoint, and justify each of your answers.

Caveat – if you do not have a deep experience with playing videogames, please adjust this assignment to analyze the original premise of the Miyazaki exercise – animation.

Turn in electronically via Blackboard by Monday at 11:59pm. doc, docx, and pdf formats only.