

Methods of Iterating

Written Response

Siqi Hu

Draft 2

In this project, I explored the creative potential of spreadsheet application Numbers as a game-making platform. Numbers is a tool primarily used for tracking and computing information, but I wanted to subvert its traditional function and use Numbers to make a dragon game.

“Conceptual artists are mystics rather than rationalists. They leap to conclusions that logic cannot reach.” on page 3 of the literature interpreted my associations with the grid system built into spreadsheets and games. From Lego to pixel art game, they seem to have nothing to do with spreadsheets, but in fact, their permutations are based on databases and grid systems. I captured this seemingly jumping logic correlation in the analysis and decoding of Numbers at the early stage of the experiment. This “conditional design” is developed by considering the grid as a condition.

“We use logic to design the conditions through which the process can take place.” on page 9 of the literature inspired me to use logic as a tool to create rules and constraints. This shapes the course of the game and its outcome, as well as the interaction between the player and the game elements. For example, I use conditional formatting to change the color and borders of cells based on their value, formula, or function to create visuals and feedback for the game, such as extending the length of a dragon, randomly generating food on the grid, or updating scores. Additionally, I used conditional formatting to check if the dragon’s head overlaps with the body, food, or mesh edges, and then send a message to end the game.

Similarly, on page 2 of the literature, “The process produces formations rather than forms.” This inspired me to focus on the process of creating a game rather than the final outcome. Considering that the game process can produce dynamic and emergent patterns that are not predetermined by the designer. This process is also influenced by input, logic, and gameplay interactions, resulting in different formations each time.

In short, conditional design facilitated the establishment of conditions throughout the experiment, enabling the formulation of a systematic approach to Numbers that I can subvert through iterative processes.

Reference

Maurer, L., 2013. Conditional design workbook. (No Title).