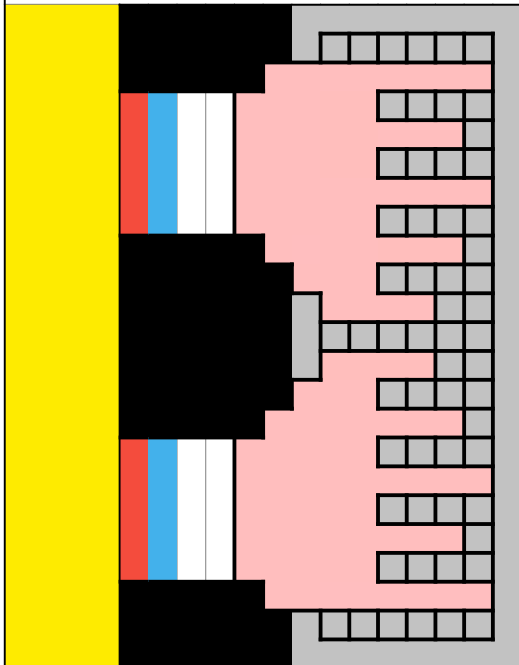


Paragraph	Content
1	In this project, I explored the creative potential of spreadsheet application Numbers as a game-making platform.
1	Numbers is a tool primarily used for tracking and computing information, but I wanted to subvert its traditional function
1	and use Numbers to make a dragon game.
2	"Conceptual artists are mystics rather than rationalists. They leap to conclusions that logic cannot reach." on page 3 of the literature interpreted
2	my associations with the grid system built into spreadsheets and games.
2	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.
2	I captured this seemingly jumping logic correlation in the analysis and decoding of Numbers at the early stage of the experiment.
2	This "conditional design" is developed by considering the grid as a condition.
3	"We use logic to design the conditions through which the process can take place."
3	on page 9 of the literature inspired me to use logic as a tool to create rules and constraints.
3	This shapes the course of the game and its outcome, as well as the interaction between the player and the game elements.
3	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
3	for the game, such as extending the length of a dragon, randomly generating food on the grid, or updating scores.
3	Additionally, I used conditional formatting to check if the dragon's head overlaps with the body, food, or mesh edges,
3	and then send a message to end the game.
4	Similarly, on page 2 of the literature, "The process produces formations rather than forms."
4	This inspired me to focus on the process of creating a game rather than the final outcome.
4	Considering that the game process can produce dynamic and emergent patterns that are not predetermined by the designer.
4	This process is also influenced by input, logic, and gameplay interactions, resulting in different formations each time.
5	In short, conditional design facilitated the establishment of conditions throughout the experiment,
5	enabling the formulation of a systematic approach to Numbers that I can subvert through iterative processes.



Written
Response
Draft 3

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METHODS OF ITERATING