



DISCUSSION
FGD – CHAPTER 9
CREATIVE AND EXPRESSIVE PLAY

The background is a solid dark blue color. In the four corners, there are decorative white line-art patterns that resemble circuit traces or a stylized tree structure. These patterns consist of thin lines that branch out and terminate in small circles.

WHAT WAS THIS CHAPTER ABOUT?

SUMMARY

The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines that turn at right angles and terminate in small circles, resembling electronic components or nodes. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

WHAT ARE THE PROS AND CONS OF FUNCTIONAL
VS COSMETIC ATTRIBUTES FOR SELF-DEFINING
PLAY?

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WHAT ARE WAYS CREATIVE PLAY CAN BE
CONSTRAINED?

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or neural network connections. These lines are thin and end in small circles, creating a modern, tech-inspired aesthetic.

WHAT ARE THE MOST SUCCESSFUL FORMS OF CREATIVE AND EXPRESSIVE PLAY YOU HAVE EXPERIENCED?

OTHER FORMS OF EXPRESSION TO NOTE?

The background is a solid dark blue color. In the four corners, there are decorative white line-art patterns that resemble circuit traces or neural network connections. These patterns consist of straight lines of varying lengths and angles, ending in small white circles. The patterns are symmetrical and frame the central text.

HOW DO MODS SUPPORT CREATIVE AND EXPRESSIVE PLAY?

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or a stylized tree structure. These lines connect to small white circles, creating a network-like pattern. The top-left and bottom-left corners have more complex, branching structures, while the top-right and bottom-right corners have simpler, more linear structures.

WILL YOUR GAME INVOLVE CREATIVE OR EXPRESSIVE PLAY?

ANYTHING ELSE TO NOTE FROM THIS CHAPTER?



FREE TIME

AT THIS POINT – THE PRIMARY GAMEPLAY MODE SHOULD HAVE BEEN DEFINED AND PROTOTYPED; MENUING FOR THE GAME SHOULD HAVE BEEN CREATED; A LIST OF REMAINING FEATURES FOR THE NEXT MONTH SHOULD BE DOCUMENTED; AND THE GAME DESIGN DOCUMENT SHOULD BE STARTED.

