

Form Info

Your Email

jdrozda@tru.ca

Name of the Game

Gris

Date

02/21/2020

Session 1: Before Playing | 15-30 minutes

Answer the Questions

What will I like / dislike about it?

Gris is a serene game with breathtaking music and art, there are no words. I am looking forward to playing a game where I do not have to focus on audio, I can simply let the music stay in the background. I am also looking forward to the visual aesthetics, I am hoping they will help to relax and tap into a zen feeling. I like that this is a game free of danger, frustration and death. I am hoping there will not be anything I dislike about the game but if I had to take a guess it will be the controls. I am new to gaming and find that I die a lot due to the fact that I do not know how to use game controls properly.

What will I find interesting about it/boring or tedious about it?

I am looking forward to seeing how her dress works. A description of the game states "Her journey through sorrow is manifested in her dress, which grants new abilities to better navigate her faded reality. " I can only imagine having a dress that reflects my emotions and grants me new abilities, it would be amazing! I am not sure that I will be bored or find anything tedious, this is all new to me. I can see myself getting frustrated when trying to solve skill based challenges (or find that skill based challenges), I feel like those are always for experienced gamers.

What will I need to do in it?

I will need to explore and gather collectibles, I will need to make my way through Gris's world and complete challenges so I can bring colour back for her.

What will I need to learn within it?

I will need to learn the controls and I will need to learn how to use new powers as I unlock them. I will need to learn the story, what happened, why has all the colour gone out of Gris's world, what is the message?

What will it be like / similar to (other games I have played)?

From the descriptions I've read Gris is a beautiful game with powerful music. The gorgeous

screen shots I have viewed remind me of the beautiful artwork in Butterfly's Dream. Gris may be a serene and evocative experience again much like Butterfly's Dream.

Session Fieldnotes

I am expecting to be engaged from start to finish and to view unique art accompanied by powerful music. These expectations are based on the games description and game reviews I have read.

Include Images

- [Gris-1.jpg](#)