

Form Info

Your Email

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Name of the Game

Gris

Date

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Session 2: Solo Playthrough | 45 to 60 minutes

a) Descriptive Notes

The game starts off with a dramatic flair, something has gone wrong, a natural disaster or conflict of some kind?

The music is very powerful almost to powerful, I had to turn it down

The game starts with instructions for the onscreen controls, swipe and hold to move, tap to jump

I just collected my first collectible, it is nice that it follows me. I just made it up onto the first wall, finally after many tries. I needed to tap down on the right

I made it to the second collectible, I am finding the game quite beautiful, I see the collectibles make bridges

How nice, I brought a bit of colour back, very pretty.

This wind is proving to be harder than I predicted when I first encountered it, it is actually getting quite frustrating and just as I predicted this game may be meant for a player with more gaming experience

I have spent about 20 minutes on the first windy scene and am not able to get past it, ugh. I definitely need to practice so I can unlock more of Gris's world.

I took a break and ate lunch, finally I unlocked a power! I have to swipe down and Gris's dress turns into a cube and breaks things, how cool a powerful dress

b) Analytic Notes

Gris played on my confusion, there are no directions and I found I am left on my own to unlock the puzzle. In my 2 hours of game play I did not get very far, the challenges presented to me were running and jumping to gather stars that gave powers.

I have to gather enough collectibles to build bridges so I could move through the scenes. I feel

happy that I figured that out!

I also encountered wind, this proved to be more difficult than I anticipated and I became stuck. I feel like being stuck is part of the point of Gris. You never die, you just get set back.

c) Affective Notes

I found the linear path to be appropriate for my level of gaming, I enjoyed exploring and gathering the collectibles. Perhaps the intent behind the simple pathways through the scenes was so you could enjoy the beautiful artworks. By simple I mean straight, the pathways were not simple at all. I moved the protagonist to the left or to the right, sometimes up and down but never zigzagging.

I was felt sympathetic toward the protagonist when her world lost its colour and I felt hopeful when I completed my first level and brought some back. I was irritated from the wind as it repetitively set me back. I felt gratitude when I unlocked my first power as I was able to smash through a rock with my dress and obtain a collectible.

Session Fieldnotes

As I played I went from feeling awe of the graphics and music to feeling frustrated at my inability to get through various scenes. I feel this was appropriate as the protagonist is obviously in a state of grief, when I was ready to give up I felt I needed to come back to help Gris find colour.

Include Images

- [Gris-2.PNG](#)