

A Game Design Vocabulary: Exploring The Foundational Principles Behind Good Game Design By Anna Anthropy

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By storms I mean Ivan and Katrina.
It s been said.

Yes it s rust and scars and whatnot but I still see faces looking back at me.

Cloaked and shrouded from human eyes and instruments.

There s an outlet mall over there that I needed to visit but I didn t want to make the day about shopping.

Alaina was the only one to weave her way in and out of all of the rooms and nooks and crannies.

We d been renting for three years up to that point.

Not because I m a female, but because I am too much like my mother who is this times worse.

The entryway into the citadel.

Imagine what it would have been like to be stationed there before roads and civilization.

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