Design Notes: My Strengths and Weaknesses

For this week’s design notes section, I wanted to write about my strengths and weaknesses as a writer & game designer and how that effected my development of Salt in Wounds.

Strengths:

I’m very inventive/creative: Normally, I don’t think of this as toom much of a strength I tend to think \*everyone\* has just tons of ideas just brimming, bursting to get out. But, for what it’s worth, I tend to generate a ton of ideas that people seem to like.

I deliver: This is a \*much\* bigger strength for a working creative I think; that is, I can establish a production schedule and (mostly) stick to it. Sometimes, I run the risk of overextending myself and have to do the (to me) humiliating work of begging off commitments, but generally I’m producing my core/most essential work at a good clip (I have met or exceeded all Salt in Wounds commitments for instance).

I’m not Precious about my Ideas/I Get My Stuff Out There: This makes me a good collaborator, good at sifting the torrent of concepts for something worthwhile; getting ‘over’ yourself as a creator and publicizing your work (where it can be ‘stolen’ –which to me is a laughable concept- ridiculed or perhaps worst of all ignored is the first and most crucial step to move from being an ‘aspiring’ creative to being simply a creator.

Weaknesses:

Crunch: I’m not \*terrible\* when it comes to crunch (ie the rules part of designing a game) I’m just not great at it. Mostly, I’m a crunch tinkerer, I modify what’s already out there instead o fbeing able to truly invent/innovate. Commiting to a system and leveling up my ability to easily produce crunch (that is to say, getting regular practice at it) is one of my big goals with producing Salt in Wounds.

(Relative) Inexperience: I’ve been playing tabletop RPGs for five years; I’ve been writing (semi)professionally for them for three. A lot of designers I regularly rub shoulders with have been in this world for ten, twenty, or even thirty plus years. Sometimes, I have odd gaps in my knowledge and perspective. Sometimes, It’s very easy to get caught up in the experience gap and psych myself out that I’m not good enough. Although, sometimes, this allows me to create interesting things because I haven’t seen anything similar before (like, would I have written ‘The Home of 100 Saved’ if I had heard of Earthdawn prior?)

Editing: I am not a good editor of my work. I’m working to get better (which is to say, ‘adequate’) but I doubt I’ll ever be good.

Anyway, that’s what I think of \*my\* Strengths and Weaknesses; if you’re a creator (and I consider any regular player of GM of roleplaying games a creator) what are yours? How have you compensated and improved upon your weaknesses, how have you put your strengths to best use? Sound off in the comments.