I chose to watch “Indie Game: The movie” because I’d like to learn more about game design, which is what this documentary focuses on. Before watching the film, I’ve always wondered what made indie games different from other genres of games. Now, I know that the difference is in both the development of the game and the player’s experience. Personally, I enjoy both large scale and small scale games but prefer big mainstream games for their complexity and range of abilities. I do, however, appreciate smaller games with less controls and simpler designs. Both offer different experiences yet provide them in unique ways. For example, indie games from my experience are typically designed with low-res pixels. I like pixelated sprites like the character Fez and find them to be much cuter than realistic looking monsters. Thus, my experience playing Fez feels more lighthearted than playing something similar created by big game companies. I also have noticed that sometimes indie games feel more emotionally deeper because of the graphic and storyline. The film showed me that the developers create these games not for an audience, but for themselves. I really liked that right from the start of watching the film, the developers talked about how they could fully express themselves in the creation of their games. It’s even cooler that they code and design entire games by themselves or in teams way smaller than those of big companies. Now when I play indie games developed by small teams, I’m going to appreciate the details much more because I’ll understand more on how much work and personality was put in. I understand because whenever I successfully code programs or apps myself, I feel very proud and accomplished. When coding big projects, I always work on little parts and test their success so that I can contribute it to the whole project. With this, I can kind of relate to those developers and their frustration when things didn’t seem to work out.

The gaming community is already so huge and yet it continues to grow. Like the documentary states, games are a huge part of this generation’s lives. We grew up surrounded by the constant emergence of new consoles and gaming experiences which have great influences on everybody around us. There are almost unlimited possibilities for the types of games being created.

I’m interested in game design because of how influential games have become. Players are able to learn different skills and can also learn more about themselves. Games that provide unique gameplay paths could tell you more about the choices that you prefer and the consequences you may face from them. Games like Wii Fit can physically benefit a player by providing fun exercises. One of the best parts about the film is when one of the developers for Super Meat Boy was discussing the importance of teaching game mechanics through the strategic placement of levels. For example, one of the earlier levels just requires the character to
jump over a long distance. There’s only one way to do that which is by pressing run and jump. This skill is then needed for later levels. The film made me realize how much thought and effort is integral in the success of a game, even in a small scale one that hasn’t been fully developed.

I think that if I were to create an indie game by myself, I’d aim for something that strays from reality. When I was little, I had a ton of ideas for inventions and adventures. The film made me think about my memories, especially when the developers were showing off their childhood bedrooms and drawings. I’d probably create a game where this cute sprite would go around collecting items to make crazy inventions. The problems I face at this point are that I don’t know how to code that well and that there may already be a game out there with that idea. This reminded me of this game I’ve been dying to play called “Choose Your.” A group of people created a game on kickstarter that uses the webcam to detect a player’s eyes. Each time that the player blinks, the game randomly flashes forward to a new period in the character’s life. At the end of the game, some players have even cried because of how personal the game felt. I would aspire to create games that are just as simple and impactful as this one.