Bruce, Alexander. (2013). Antichamber [Video game]. Melbourne, Australia: Alexander Bruce.

Antichamber is a unique and popular non-Euclidean based puzzle game created solely by Alexander Bruce. This game is a prime example of creativity, and a piece of art that puts you in a world shaped differently than most of us are used to, or even comfortable with. This game not only stands out because of its overwhelmingly weird puzzles, but also the fact that such a polished game was created by one developer along with a single composer. Antichamber’s simple graphics, along with its interweaving ambient sounds gives it a strong sense of exoticness.