Throughout my review on the indie game Antichamber, I slowly progress through my piece by talking about certain characteristics of the game and why it may seem different than other more “mainstream” games. I believe that I quoted the developer, Alexander Bruce, quite well and was able to articulate what he was trying to create. For revision I would like to provide some background on Alexander Bruce (he spent quite a bit of time on this game). This would allow me to talk about where this game came from and how it was created, which in turn would help set up my criteria for “scoring” the game. I also wish to include (or just research) some flaws or opposing opinions on the quality of the game. Do others think this game is creative? I also want to poke into the question of *why* this game was created; which fits well into the history of Alexander Bruce. Since this piece is unfinished, I need to complete my “grading” of Antichamber and come to a conclusion.