I seem to resonate with all of the developers in some way or form. The creators of Super Meat Boy I related to ironically because of how all their emotion, including depression, became focused on the passionate projects they were working on. Even their more depressive states of being were in a way… used as fuel for completing the game. In a morbid sense, it was them putting their entire being into creating something that they loved and so that they could have a chance at success with it, even at their own pshyco-emotional expense. Failure was not the worry at the time (despite it being on their minds), it was whether or not the project could even be finished.

The creator of Fez, whom I’ll refer to as “Fez Man,” that the documentary managed to follow had done the same. From what we were able to see in class however, I noticed a pattern of having obstacle after obstacle thrown in the way of development of the game. The biggest obstacle being how his co-creator left but still maintained some rights to the project overall. The strain and frustration Fez Man conveyed was immeasurable and it reminded me of how college has done the same to me and also brought me to a point of wanting to physically destroy the obstacle in the way regardless of the method and without care to whatever consequence there was… even if one would regret it later…

Even through bouts of despair, both games’ creators pushed forwards. This was against weight that life continuously placed on their shoulders and backs and that’s how I feel this entire movie relates to anyone outside of it. It’s very human due to the distress. I’m hoping we’ll get to understand more of the pain that these developers undergo when trying to create their games.

Do I have the passion to make a game and why?

Currently, I don’t believe I can say I have the passion to make a game *of my own*, considering I’m not sure of what I’d want to make currently. I do have the passion to see a project through to its end, however. So, I can say that I have the passion to make and finish *‘A’* game… but without an idea for a game in particular to make for myself, I don’t feel I can truly answer the better question *“Do I have the passion to make a game of my own?”*