My personal favorites were the Edmund McMillen and Tetris films. I grew up playing Binding of Isaac after school while smuggling my Gameboy into school to play Tetris during class.

Edmund McMillen's film was relatable on a personal level. Burnout is such a daunting thing, especially when you need to work a regular job while doing what you love on the side. It's hard not to get simply too exhausting to do what you enjoy.

One thing that stood out to me was that I had no idea there were so many iterations of Super Meat Boy before its big release.

I had no idea that Tetris was based on a physical game. Facts like it was named after the Greek word "tetra" and Pajitnov's love for tennis is very endearing to me. Tetris having a whole history in the Soviet Union outside its world release shouldn't be surprising considering the Cold War and how isolated it was, but it's shocking how popular it was and how it was used in so many different professional locations. It's tragic that Pajitnov didn't have any legal rights to his game for years. It's reminiscent of how so many art schools own anything their students make while in school. It's predatory.

The videos were really interesting, the contrast between indie game development in the past and present.