**Achievement 5 Seeker Lukas Maynard**

I attended many colloquiums and other events throughout the semester but one that stood out the most was the Games Symposium. This was one of the more memorable talks due to the key-note speaker. The speaker was the creator of the Cattails Series of games, Tyler Thompson. I am not into his games but the talk he gave was about his story of becoming the developer he is today. My struggle through college in the covid era directly aligned with his as a developer. I found myself many times throughout the talk reflecting on his processes and comparing them to my own. My biggest takeaway from him was how your work location affects you more than you realize.

There were many other speakers at the symposium, one of which spoke about an exploit in a game that allowed players to directly change memory. This allowed the players to create their own maps, characters, etc. This was patched out by the developers but eventually after many years this bug was reimplemented as a feature. The specifics of how the bug worked were fascinating and showed how these bugs happen and can be found by a user.

I also got to speak to many peers that were showing off their games at the symposium. One student named Jeffery, that is in one of my courses, happened to be apart of many of the projects. I got to talk to him about the specifics of every game he was apart of and the problems they faced. It was refreshing to see how they solved problems differently in each project.

I got to learn a lot about problem solving through this Games Symposium. Not only with games but with how to solve issues with a stray bug or in your relationship to your work.