​In his essay "Games, the New Lively Art," Henry Jenkins asserts that video games are poised to become a significant art form in the digital era, paralleling the recognition that cinema and jazz received during the machine age. He observes that games "open up new aesthetic experiences," transforming the computer screen into a platform for accessible experimentation and innovation. This perspective underscores the potential of video games to serve as dynamic art forms, engaging players in unique and meaningful ways. Graeme Kirkpatrick, in his work "Aesthetic Theory and the Video Game," further elucidates this concept by stating, "Aesthetic experience occurs when we find something is pleasing to us by virtue of its form. Such an object stimulates us in the sense that it provokes and incites a feeling response but does so in a way that goes beyond merely being pleasing to the eye…[it] amplifies our sense of ourselves as free moral agents." Immanuel Kant also emphasizes the subjective nature of beauty, noting that "beauty, without a reference to the feeling of the subject, is nothing by itself." Applying these insights to the development of "The Last Drop," a game initially created during a game jam, highlights the importance of leveraging the unique capabilities of the gaming medium. The collaboration between developers and designers to introduce new mechanics, refine visual elements, and enhance the overall player experience embodies the spirit of experimentation and innovation that Jenkins emphasizes. By embracing the "limitless plasticity" of video games, the team can craft novel environments and interactions that captivate and immerse players. Jenkins also cautions against merely transplanting cinematic techniques into games, arguing that such practices can lead to products "lacking meaningful gameplay." This insight is particularly relevant for "The Last Drop" team, emphasizing the need to focus on interactive elements that distinguish games from other media. By recognizing and harnessing the distinct properties of video games, the developers and designers can create an experience that is both innovative and emotionally resonant. This approach will not only enhance the overall player experience but also align with the broader recognition of games as a legitimate and impactful art form in contemporary culture.