What matters to you, and why? (250 words limit)

Every time I heard the news about a newly-deployed satellite pumping into outer space, I would be excited, yet with a slight fear. A childhood memory would emerge in my mind.

In the backyard of where I lived, there was an abandoned motor garage with a permanently closed door. Children would often circle there, playing the game of hide-and-seek. It was said to have wraith behind that door, but it was the sense of both thrill and fear that attracted us there. Occasionally, some children would report a sighting of the wraith, and the next day we would form a squad to investigate the surroundings. But always no luck, unless the mysterious door could be open. Time could not weaken our curiosity, but instead, the longer the myth stayed uncovered, the more eager we were in seeking out the truth. The final day came when the workers from construction company planned to transform the garage into an office. All of the children waited outside the door stretching their eyes out. We entered the house, looking through every corner. No wraith at all. We felt a relief that the mystery was unraveled.

But we seldom played there after the revelation. The lure was the wraith, but wraith was gone.

I was always fascinated by the “wraith” behind every puzzle. It was the unknown that draws me, enticing me to enjoy the process of putting different pieces together to find the final truth. But upon knocking over the last shut door, there would certainly be a sense of sadness, like losing an old rival that had been battling with me for so long that I took him as a necessity. The feeling of accomplishment over a mystery is never a purely sweet one to me.

So I shifted focus, seeking a door strong enough that can never be opened to expose the wraith inside. And that is creation. Certainly the wraith is there, but when one presumes to reach the wraith, it will fade out behind yet another hidden door on the wall, as the culmination of creating will also be higher than what has been achieved. In this way, I make games, a way of creation quite different from other forms of arts, yet a combination of all. I carry out wraiths and puzzles in the virtual world, wishing to make others stay inspired like me.