

= Tim Rogers (journalist) =

Tim Rogers (born June 7 , 1979) is an American video game journalist and developer . In games journalism , he is known for his association with mid @-@ 2000s New Games Journalism , his verbose writing style , and his video game reviews website ActionButton.net. The Guardian cited his 2005 " Dreaming in an empty room : a defense of Metal Gear Solid 2 " as a core example of New Games Journalism , a style of video game journalism that emphasizes the author 's subjective and personal experiences in relation to the game world . Rogers has also written for Next Generation , GamesTM , Play , Game Developer , and Kotaku .

In game development , he is a co @-@ founder of Action Button Entertainment , where he designed games including Ziggurat and Videoball . The four @-@ person studio specializes in simple aesthetics and controls , following from Rogers 's own video game aesthetic and minimalist eSports interests . He compared the studio 's design philosophy to the spartan menu selections of Gordon Ramsay 's Kitchen Nightmares .

= = Early and personal life = =

Tim Rogers graduated from Indiana University Bloomington in 2001 with a degree in East Asian Languages and Cultures . He is a " self @-@ avowed messy guitar player " in his rock band , Large Prime Numbers . He has written that Mother 2 made him a vegetarian .

= = Video games journalism = =

Rogers is a video games journalist known for his verbosity . Danny Cowan of IndieGames.com described him as " infamous " in New Games Journalism , a style of subjective video game journalism in which authors emphasize their personal experiences in relation to the game world . The Guardian cited Rogers as one of the " unmissable examples of New Games Journalism " in 2005 for his Insert Credit piece on Metal Gear Solid 2 , " Dreaming in an empty room : a defense of Metal Gear Solid 2 " . Gaming journalist Kieron Gillen called the article " highly discussed and fairly brilliant " . In 2006 , Simon Carless of GameSetWatch remarked that online communities were fascinated with Rogers as an originator of New Games Journalism , which Carless found at odds with their mistreatment of him , citing a Something Awful mock review of Sonic Riders . The next year , the same author cited Rogers ' 80 @,@ 000 @-@ word article , " the insertcredit.com fukubukuro 2006 : GAME OF THE YEAR EDITION " , in calling Rogers " the Lester Bangs of video games " for being the only person " disruptive and iconoclastic enough " for the title . In 2011 , Jim Rossignol of Rock , Paper , Shotgun recommended " Who Killed Videogames ? " , a new Rogers essay , as a standout work .

Rogers started ActionButton.net , a video games reviews website , in early 2007 as an outgrowth from Insert Credit and its forums , SelectButton . At the time of its launch , Simon Carless of GameSetWatch called the site " great writing " in a signature " self @-@ conscious metacommentary " style . GamesRadar called Tim Rogers " loquacious " and " a character " as profiled in Cara Ellison 's " Embed With ... " profile series , where they discussed " sticktion " as the role of " sticky friction " in Super Mario Bros. 3 and how it was used in Rogers ' own Ziggurat and Videoball . Edge described Rogers as a " polarising author of so much ' publish @-@ now @-@ edit @-@ never ' brain spew " . In 2013 , Rogers was selected to publish in the first round of digital books on games criticism published by Press Select . Rogers has also written for Insert Credit , Next Generation , GamesTM , Play , N @-@ Revolution , Kotaku , Atomix , and Game Developer magazine . As of June 2016 , Rock , Paper , Scissors reported ActionButton.net to be " dormant " .

= = Action Button Entertainment = =

Rogers is a co @-@ founder of Action Button Entertainment , a four @-@ person studio that consists of Rogers , Brent Porter , Michael Kerwin , and Nicholas Wasilewski , who together have

built all of the studio 's four games from Ziggurat through Videoball . Their games are consistently simple in their aesthetics and controls , following from Rogers 's own video game aesthetic interests . Rogers became known for producing " infomercial @-@ style trailers " . Rogers interest in minimalist eSports and simple games parlays into his design philosophy , which he compared to Gordon Ramsay 's Kitchen Nightmares , where Ramsay advises failing restaurants to improve by trimming their menus to a spartan few great dishes . Rogers also felt simple games were " less work " .

Rogers has said that he aspires for Action Button Entertainment to make games that share his preferred gaming styles and his hobbies . In finding that the common link between his top 25 video games (including Panzer Dragoon , Cave Story , Canabalt , and his favorite , Out of This World) was minimalist aesthetics with no overt story to tell other than through game mechanics , Rogers wanted Ziggurat and future games to live up to those expectations and used his gut to fine @-@ tune design decisions . The games also reflect aspects of Rogers 's personality , such as in the " scream sound effect " on Ziggurat made and distorted from his guitar based on sounds made by eccentric Japanese musicians whose records he owned . He also called Ziggurat a descendant of his hobbies : the video game Ibara : Black Label and the Rubik 's Cube .

= = = Ziggurat = = =

Ziggurat is a retro @-@ style arcade shooter video game where the player fights off incoming aliens as the world 's last human from atop a ziggurat . The player uses simple touch controls to charge and shoot the enemies away , and dies if hit by an enemy . The game has 16 @-@ bit graphics style and an 8 @-@ bit chiptune soundtrack .

Rogers co @-@ founded Action Button Entertainment while working on Ziggurat , which began with an idea Rogers had while playing Angry Birds about pushing back a swarm of bats by shooting projectiles at them . He decided that he could not make the game alone . Rogers put out a call for artists on Twitter with a submissions request of " fan art of the Japanese box art of Phantasy Star II " , and Action Button artist Brent Porter replied in under an hour with an entry Rogers called " incredible " . In mid 2011 , Rogers decided to work on an iPhone game for a few weeks as a break from a larger project . Rogers said the team was convinced by his design document ? this game would become Ziggurat . Rogers contacted an Internet acquaintance who had previously mocked up a design idea from Rogers 's Kotaku column , programmer Michael Kerwin , who came through with a rough draft within a week . Andrew Touns converted a soundtrack created by Rogers 's rock band into an 8 @-@ bit soundtrack . After six months of hiatus and working at a social games company , Rogers rekindled development and the team finished the Ziggurat , which was released in February 2012 for iOS platforms .

Edge related the " unexpectedly poignant " red screen and sound effect that flashes upon the player 's death to Rogers 's personal interest in noise rock . They called it a " beguiling personal signature " .

= = = TNNS = = =

TNNS , pronounced " tennis " , is a brick @-@ breaking action game where players use a paddle along the screen 's left side to bounce a ball towards breakable objects on the right side of the screen , and to avoid getting the ball in their goal . It was released with little advanced notice in November 2012 for iOS as a universal app playable on iPhones , iPads , and iPods . Danny Cowan of IndieGames.com compared it with Sidhe Interactive 's Shatter and VG247 called it a rendition of Breakout . Pocket Gamer likened it to both and further compared it with Alleyway , Arkanoid , and Super Hexagon with a " telekinetic power " to alter the ball 's direction apart from the panel (as in Shatter) .

= = = 10 x 8 = = =

Ten by Eight , stylized as 10 × 8 , is a puzzle video game where players match tiles . Players align similarly colored blocks and trace the path they create when aligned . Star blocks act as power @-@ ups that extend combos . Rogers produced an " infomercial @-@ style trailer " for the game , which VG247 called one of his signature moves and that IndieGames.com called " glorious " . It was released on July 31 , 2013 in North America for PlayStation Mobile ? the PlayStation Vita and compatible devices . Around the same time , Rogers presented at the GDC 2013 Indie Soapbox , where he told the story of how he " went indie " .

= = = Videoball = = =

In Videoball , players use solely one analog stick and one button to control triangles that shoot projectiles to knock a circular ball into the opposing team 's endzone . The triangle shoots a projectile , which charges the longer the button is held , such that a charged " slam " shot can sail across the full screen . Rogers , the game 's designer , describes the game as " an abstract minimalist electronic sport " . Its development began as a dare from QWOP developer Bennett Foddy , Rogers 's friend , to make a " one @-@ button StarCraft " . Rogers compared the game 's design process to Gordon Ramsay 's Kitchen Nightmares , where Ramsay convinces failing restaurants to provide fewer menu options and to make those dishes well . Rogers noted the role of noted basketball @-@ like strategy in its playtests , and the difficulty in crafting a minimalist game with a high importance on nuanced detail . He livestreams prerelease sessions of Videoball via Twitch and broadcast gameplay from Twitch 's booth at PAX East 2014 with indie publisher Midnight City . The game is expected for release in 2015 with cross @-@ platform multiplayer and support for more than six simultaneous players .