

The life and times of Michael K.

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This game came to me as I was writing my keyword project. I think the life and times of Michael K. is one of the more transformative books I have had the privilege of reading. I felt the same way as when I read *The Vegetarian* (which is very high praise). K. wants solely to be a gardener so I thought it would be kind to make a game in which you can do that. I think Michael's hunger is one of the more interesting part of the story and so I struggled to add it to the game. Initially I added a variable **hunger** so that the game could track the hunger of Michael, and this is how you would lose (death being loss). But as I went on, I thought about how Michael did not seem to get hungry when he was gardening "No man can survive on just pumpkins" but Michael does. I think this Coetzee's response (?) to ideal of the ethical indian, K. takes the role of a machine, no longer human, simply waiting for his time to harvest.