As I considered what exactly I wanted to do for a project that needed to be both inside and outside of the box, I realized that I was staring at a computer screen.

And computer screens kind of look like a box.

Reading is my one true love. I love being exposed to new ideas and places and people all from the comfort of whatever space I’m occupying at the moment. At any given time, I am almost always carrying at least three novels, usually more.

Recently, however, I found a cache of online choose-your-own-adventure novels by the company Choice of Games. I was instantly obsessed. In the games, you can make all sorts of different choices that impact the outcome of the story, and there are a variety of fascinating settings and premises that I couldn’t get enough of.

Then I saw that the company provided the resources for players to create their own games. And I knew I had found my project.

As an homage to the various dystopian novels I’ve found myself reading as of late –particularly Ray Bradbury’s *Fahrenheit 451*– I chose to base my project on a computer game incorporating elements from the books I’ve read (books which, you may notice, vaguely resemble boxes).

The backdrop begins directly after the city in *Fahrenheit 451* is bombed, and the protagonist –the player– finds a community of readers on the outskirts of the demolished city. The community accepts the player as both a member and, out of reverence for the player’s particular skill set, a leader. The player can then build a new world based on their own preferences and subtle choices throughout the story.

I thoroughly enjoyed being able to create a number of new worlds just from the confines of a single computer screen, as well as adding hints of literary references whenever the opportunity arose. It was also a unique challenge to program the game to fit my initial, intended image, and I truly enjoyed being able to learn something new.

So, in any case, I hope you enjoy the game as much as I enjoyed creating it, and thank you for the opportunity for personal, intellectual growth.