

I never imagined how difficult a process could be to get a game officially published. I can see why it was as hard as it was for Tetris because it wasn't originally made on a personal computer and different company's out side of Russia were interested. It is also fascinating that no matter where the game landed, it always had the attention of someone.

I love hearing other people talk about their process, it is always so fascinating! Watching Edmund McMillen talk about his games was really fun! I can just tell how much fun he had with his concept designs and ideas. He made games they he had fun with and made the story something he enjoyed vine if it was grotesque. When he got stuff officially published, he made them a bit less grotesque but still kept his style through out the games.