

EN_us

My Dream

Good morning, everyone! I'm Shy!

My mom always teases me, saying I learned to play video games before I could even call out for my dad. When I was little, we had a classic gaming console at home—my absolute treasure! The first time I held that controller, pressed the buttons, and watched Mario bounce across the screen, the thrill and joy I felt are still vivid in my memory.

When I was five, my family got a computer. At first, I used it to watch cartoons, but soon I stumbled upon two magical discoveries: 4399 and 7K7K, websites filled with Flash games. Those pixelated worlds introduced me to the charm of video games and taught me something profound: video games can bring people joy.

Later, I discovered Minecraft. Through servers, both local and international, I made friends—some of whom I still keep in touch with today. This showed me that video games can build bridges, connecting people across distances and cultures.

When I entered high school, my dad gifted me a Nintendo Switch. That's when I came across Super Smash Bros. Ultimate and learned about its development history and the vibrant, decades-long culture of its player community. It touched me deeply. In his famous Heart of a Gamer speech, former Nintendo president Satoru Iwata said: "On my business card, I am a corporate president. In my mind, I am a game developer. But in my heart, I am a gamer." Those words struck a chord in me. They made me realize: video games can be profoundly romantic.

High school wasn't easy. The pressure from studies and life sometimes made me want to escape. To cope with my anxiety, I found myself staying up late playing games, even two months before the college entrance exam. I was lucky—Persona 5 went on sale that year, and Arknights released its Lone Star update. Persona 5's story of rebellion and inner strength, and Arknights' tale of exploration and ideals, gave me immense courage during that uncertain time. They changed my fate. In just one month, I improved my exam score by 100 points. Without those games, I might have stayed lost in despair. That's when I understood: video games can empower people.

When it came time to choose my college major, I made a silent vow: I would create romantic video games that bring joy, strength, and connection to people. This is my dream.

In university, I taught myself how to use the Godot and Unity game engines. The process was challenging, but the satisfaction of creating my own games was unparalleled. Over the past year, I participated in three Game Jams—events where developers come together to create games around a specific theme. Though my design and development skills still have a long way to go compared to the masters, I'm convinced that with persistence, I'll one day create the games I've always dreamed of.

Now, as I debug code, I often think of that little boy gripping a controller. My three Game Jam experiences taught me that becoming a "god of gaming" like Shigeru Miyamoto—the creator of Super Mario Bros. and The Legend of Zelda—might be a distant goal. But at the very least, I can create a game that makes a child smile at their screen someday, just like I did all those years ago.

Thank you for listening. And I hope that one day this sentence will become "Thank you for playing our game."