My Dream

CN\_zh

大家早上好，我是shy！

我妈妈总是开玩笑说，在我学会叫爸爸之前，就已经学会了了玩游戏。小时候，我家有一台小霸王游戏机，那可是我的最爱！当我第一次握住手柄，按下按键，看到超级马里奥在屏幕上跳动时，那种兴奋和喜悦至今我都难以忘怀。

我5岁的时候，家里买了一台电脑，最初我拿他看动画片，但后来我发现了这两个东西：

4399小游戏和7K7K小游戏网站，这些flash小游戏陪我度过了一段愉快的时光。在那个充满像素风的世界里，我第一次感受到电子游戏的魅力，也让我明白了一件事：电子游戏可以给人带来快乐。

再后来我发现了minecraft，我在或国内或国外的服务器上认识了好多朋友，有一些甚至现在还保持联系。这让我感受到了电子游戏所带来的温暖，那时我知道了，电子游戏可以架起人与人之间联系的桥梁。

后来，爸爸把switch作为我上高中的礼物送给了我。而在那之后，我偶然看到了super smash bros ultimate这款游戏的开发历史和其玩家社群二十多年间沉淀出来的文化，这深深触动了我。任天堂前社长岩田聪在《玩者之心》演讲中说的：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.这句话深深影响了我。它们让我意识到：电子游戏居然可以这么浪漫。

高中时，学习和生活的压力让我一度想要逃避。为了缓解焦虑，我甚至高考前两个月每天还在熬夜玩游戏。我是幸运的，那一年persona5刚好打了折——不过我更愿读作persona，Arknights更新了孤星。前者关于反抗和内心的故事和后者关于探索和理想的故事给那个迷茫的我带来了巨大的力量，甚至直接改变了我的命运：我只用剩下的一个月就提升了100分——如果没有它们，我大概率会一直消沉下去。那时我知道了：电子游戏可以给人带来力量。

高考填报志愿时，我暗下决心：我要做出能给人带来快乐、力量，能够为人们建立起联系的浪漫的电子游戏。这就是我的梦想。

于是，上了大学之后，我自学了godot和unity游戏引擎的使用方法，尽管过程有些困难，但是成功做出自己的游戏给我带来了巨大的满足和喜悦。

然后，在过去的一年里，我参加了三次GameJam活动——这是一种游戏开发者聚集在一起围绕某一个主题开发游戏的活动。

尽管和真正的高手相比我从设计到开发的能力都还有很长的路要走，但我相信只要我坚持下去，一定有机会创作出我梦想中的游戏！现在，当我调试代码时，时常想起那个握着手柄的小男孩。三次GameJam经历让我明白，要成为宫本茂——那个创作出超级马里奥兄弟和塞尔达传说的人——那样的'游戏之神'或许遥远，但至少我可以让某个孩子，在未来某个瞬间，对着屏幕绽放笑容——就像当年的我那样。

谢谢大家

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, everyone!