RASTER BURN and Walk Through are two video game projects that were completed by us (CM majors Adam Le Doux and Kyle Blevens) in Fall 2013 and Spring 2014, respectively. We link these two projects together because they both directly arose from things we learned in Blair MacIntyre's Video Game Design course in Fall 2013, in particular the concept of game feel.

RASTER BURN (www.rasterburn.me) is a 2 v 2 competitive game modeled on soccer and intended to be played with friends in a casual environment. Visually it was inspired by old Atari games like Pong and Yar's Revenge. We began the project in Prof. MacIntyre's class. One of the focuses of that class was "game feel," an aesthetic property unique to video games which describes the moment-to-moment sensation of controlling an avatar in a virtual world (http://www.amazon.com/Game-Feel-Designers-Sensation-Kaufmann/dp/0123743281).

In RASTER BURN we tried to use game feel to create a feeling of electric, hyper-amplified movement in the players. We got really into the project, playtesting it regularly at events around campus, including the midnight releases of new games and consoles at the Tech Square GameStop. After the semester ended, we continued working on the project.

We also continued our creative partnership in other ways. We participated in the 2014 Global Game Jam (http://globalgamejam.org/), whose Atlanta site was at SCAD. As part of the jam, over a single weekend we developed a new game: Walk Through. Walk Through built on our experience crafting game feel in MacIntyre's class and developing RASTER BURN, but this time we used it for a different purpose: narrative. We wanted to see if we could make a game where the emotions of the characters were communicated to the player through the feel of controlling their avatars. The final game told a story of the rise and fall of a high school romance from two perspectives, both of which
the player experiences through game feel. You can play *Walk Through* online at Kongregate (http://www.kongregate.com/games/coinOpBard/walk-through).

After the jam, Kyle and I continued to work on both *RASTER BURN* and *Walk Through* throughout the spring semester. Our work culminated in submitting both games to the Indie Bits game showcase.
Both RASTER BURN and Walk Through were honored with admittance to the Indie Bits video game showcase. We took a road trip to South Carolina to show the games, and we had a great time playing them with people who came to the festival! Walk Through was further honored by winning the "Best Experimental Game" award at the showcase (http://webcache.googleusercontent.com/search?q=cache:ZEvGyhZwjm0J:www.indiebitsfest.com/+&cd=1&hl=en&ct=clnk&gl=us). We were also featured in a video about the festival (http://www.indiegrits.com/indie-bits-2014-recap/).

The skills we developed in our CM coursework and associated projects such as RASTER BURN and Walk Through were essential to the internships we both secured at Microsoft for Summer 2014. In fact, we are both returning to Microsoft full time after we graduate, and we intend to continue working on independent video games as part of the lively Seattle indie game scene.