I’ll be reviewing the entry from *50 Years of Text Games: A 2021 Journey from Oregon Trail to A.I. Dungeon*, by Aaron A. The entry, in particular, is *Digital: A Love Story*, an indie visual novel created by video game designer, Christine Love in the year 2010. Aaron begins the article by explaining what a BBS is, a bulletin board system in the game that uses it as the main focus of use for the player. You would be able to play games, meet new friends, interact and for the more adventurous ones, learn secret things such as cracking passwords and such.

Aaron leads on with some biography points about Christine Love, with her interest in technology and coding and how her ideas over the years formulated into the game that came to be ‘Digital: A Love Story.’ You, the player, begin to talk to a female named Emilia on one of the boards after she’s written a poem. Slowly, your relationship with her grows but you soon discover something that isn’t right, which leads you onto an emotional story. Aaron also mentions how you play, with options being given to you in how you want to react to messages and do things on the board. Ignoring, or replying, while Reed explains that,

“The reader must fill in their own side of the conversation in their head, and the slow, interrupted cadences of the asynchronous dialogue helps capture the feeling of plausible replies to half-remembered posts.”

Along with this, the player is tasked to solve puzzles and mysteries by dialing numbers to figure out more and more of the story slowly. The power is in the player with each little thing
they interact with, they learn more and show the game in its truest form of discovery and narrative. Love discusses how she researched numerous article posts and interactions on bulletin boards on the internet with conversations with others to make the game more authentic and real, while also connecting ties in with the LGBT community, giving them a sort of voice in her own small nod to them. With the community she was in, being very welcoming. In the ladder half of the article, Love speaks on her love for just creating in general, her sheer interest and drive and I think that's very important for every creator out there. Not focusing on the money, but the impact one can create, or doing/creating something because you as the creator are genuinely invested and determined to make something to your heart's content while enjoying the journey of it all.