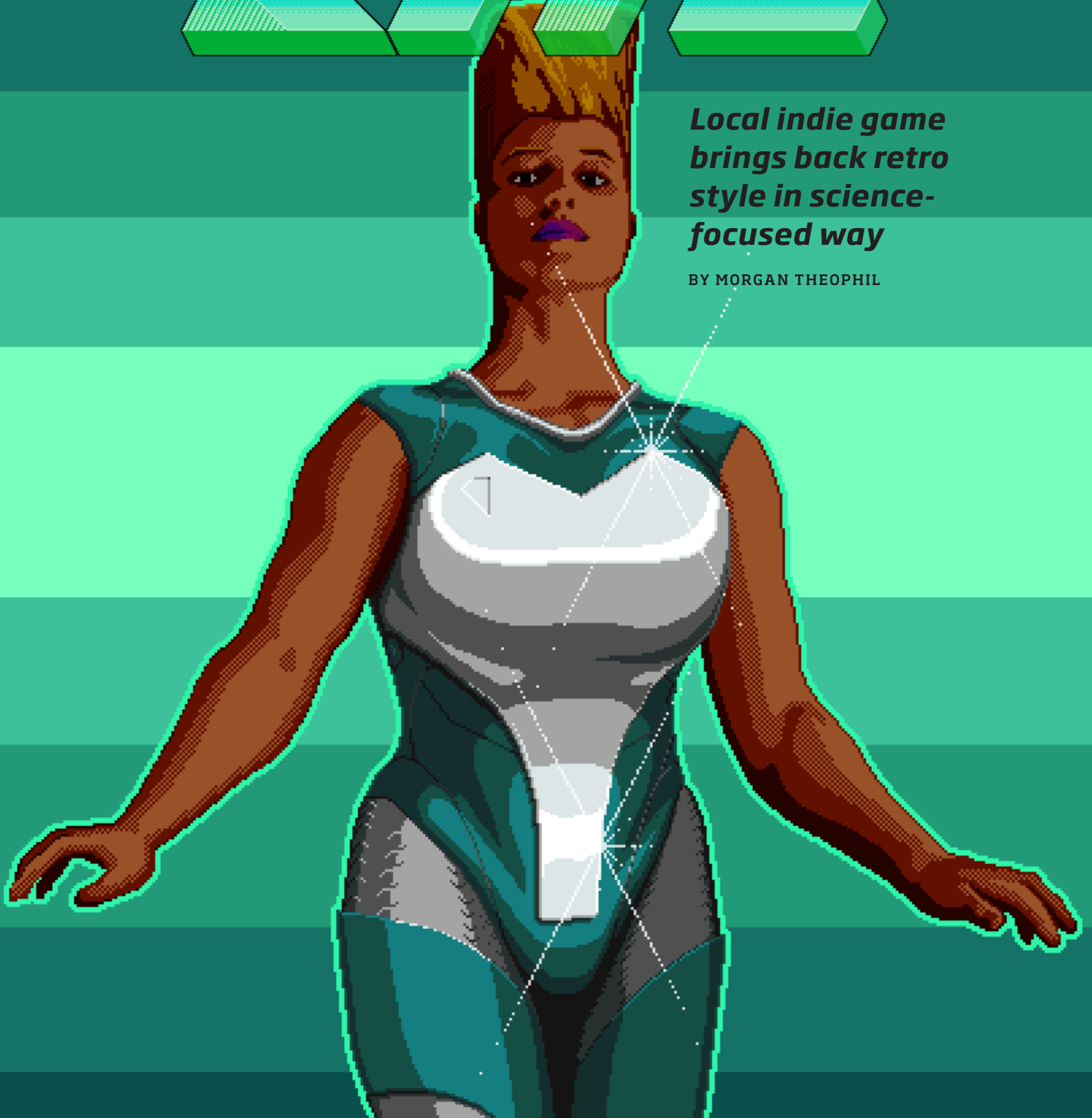


GO FLY A

KITE

**Local indie game
brings back retro
style in science-
focused way**

BY MORGAN THEOPHIL



In an attempt to perfectly fuse the retro-dynamics of classic arcade games with the mechanical and functional detail of modern games, one local indie game-maker has poured his artistic talent, knowledge of the industry and passion for gaming into an '80s style, combat-filled, scientifically fixated game: "Kite."

"All in all, 'Kite' is what I would've loved to play at 14," creator James Treneman says.

In "Kite," the player is immediately dropped into a world beautified by nature and amplified by science. A retro and robotic environment surrounds players as they "blast their way through classic lush pixel art environments — crippling enemy infrastructure and rescuing survivors," Treneman says.

After dropping out of college partway through attaining a computer science degree, Treneman spent years doing odd jobs until realizing he desired a creative outlet. His limited programming experience and support from family and friends allowed him to pursue game making.

After just a few weeks of work, "Kite" was born. "I decided to listen to my grandpa — who I never actually met — saying to just choose to do what you love," Treneman