My experience with play “sacrilege,” the text game I was assigned in class, was overall very enjoyable. As my first time playing a text game, I was at first skeptical because I am not a fan of computer games but I was pleasantly surprised as I continued the assignment. I found the concept of text games very interesting: how the idea of storytelling and virtual interaction can come together to create a unique experience for the player. The topic of the story of “sacrilege” revolves around a 20-something year old female and her night out at a club as she is looking for a guy to go home with. While playing the game, I had the initial choice of whom I wanted to pursue and then after that I was able to choose what to say and how to act to that specific guy. As I continued to get deeper into the game I found the main character, whom I was playing, to be more three dimensional than I expected at first. She starts off just as a seeming girl at a club, trying to find someone to sleep with and then she becomes a feminist hero as you read her revelations about club culture and consent. Also, I found the game to be very visually appealing and appropriate to the story, as it was a very modern, almost retro texting type font, matched with a hot pink fuschia background.