

## THE COLLEGIAN LETTER TO THE EDITOR

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Letters to the editor are encouraged. To be published, letters must be verified, either with a signature or some other means of identifying the writer. All letters are subject to editing.

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# December Collegian edition contains errors

To the editor,

I appreciated the thoroughness and liveliness of Drake Vittitow's story, "Gaming Occasion Unite Community," about the various gaming opportunities at Southwestern College. However, I want to address some information in the article that is misleading and some that is inaccurate.

On page 4 of the Collegian, beginning in the 4<sup>th</sup> column and running for several paragraphs, Vittitow reports on his conversation with eSports president J.C. Fuentes and the loss of the gaming lounge in Christy Hall. Fuentes characterizes the loss as ongoing, and refers to the fact that the eSports team no longer has use of the room ("Because of the loss, the Gaming Club and eSports currently have no official meeting place.") In the penultimate paragraph of the article, Vittitow notes that

"[a]dmissions placed the ban on the gaming space last fall, and it lasted for one semester. The ban has since been lifted, which means that both Gaming Club and eSports are allowed to resume meeting in the basement of Christy." The timeline for the closure is still unclear, but this paragraph contradicts Fuentes' comments.

It's true that at the end of the 2017-18 academic year, I supported the eSports advisor's request to have the e-sports team to vacate the gaming lounge. This request was partly the result of divisional space needs and concerns expressed to me by the eSports advisor, but was further indicated by numerous complaints I received related to perceived abuse of the space by team members and their guests. The culminating event was the damage caused when a guest of one of the team members overturned and damaged a pop

machine. The administration (in the person of Ross Peterson-Veatch, vice-president for academic affairs) supported my decision to ask the team to vacate the space. Admissions was never involved in the decision making process and never "banned" anyone from the space.

Although Peterson-Veatch and Dan Falk, vice-president for student affairs, made an effort to find another location for the group during the 2018-19 academic year at my request, they were unsuccessful. Ultimately, we decided to return the use of the original space in Christy to the e-sports team and offer them renewed faculty advisor support, largely due to the efforts by former eSports president Bryson Barret on behalf of the organization. In August of this year, I met with Fuentes, Peterson-Veatch, Director of Safety and Security Keith McLaughlin, and two professors from my divi-

sion (Evan Daniel and Jacob Belmore). We returned the use of the space to the e-sports team and discussed maintenance and security concerns. The space has not been used this semester at all.

I regret the decision I made to ask the students to vacate the room, and extend kudos to Barret, who worked tirelessly last year to help me understand the group's needs. I understand Fuentes' need to vent about the situation. I hope the gaming clubs will begin using the space in the coming semester. Professor Jacob Belmore, who joins our division in January, is excited to sponsor the eSports team and has many plans for the group.

I also hope that in future, Vittitow and the Collegian will ensure the accuracy of the information they print.

Respectfully,  
Michelle Boucher  
Associate professor of English

## GAME REVIEW

# Minimalist mobile game provides hours of fun

By Taylor Rodriguez  
*Staff reporter*

"Mini Metro" is a strategy puzzle game about a developing subway station.

Initially released on Aug. 24, 2014, and developed by New Zealand indie development team Dinosaur Polo Club, Mini Metro seeks to provide a simple and fun experience for the player.

The minimalistic art style matches the basic goal of the game. The player must create a series of subway stations in various iconic cities across the globe.

These paths are to help commuters travel the city in a fast and organized fashion. However, there's a catch.

The city is always producing more passengers and new stations pop up continually.

The game always starts with the player having access to three differently-colored subway

lines and three different stations across the city.

Each station can accept only one type of passenger. The first three passenger types include a circle, square and triangle.

These passengers have to reach a station of the same shape within a certain time limit.

If the player doesn't keep things running smoothly, stations can become overcrowded. If a station becomes overcrowded, then it's game over for the player.

What is especially fun about Mini Metro is that it allows you to be innovative in how you manage your passengers.

Throughout the game, your score is counted by how many passengers are successfully sent to the appropriate station.

The game rewards the player at various checkpoints based on score. These rewards include extra passenger carriages, subway lines and other limited

resources that can be used to ease traffic.

The longer you play, the harder each level gets. As the game progresses, you are introduced to new passenger types and more stations with fewer carriages and subway lines.

You have to be able to micro-manage half a dozen subway lines, hundreds of passengers, navigate around or through rivers with the use of tunnels and do all of that in a timely fashion.

This creates a fun and challenging task for the player.

Despite how much fun the game is, there is a single drawback. The soundtrack matches the minimalist style of the game.

Whenever I play, I feel that the soft, warbling background music doesn't match the atmosphere of my soon-to-be overcrowded subway stations. I normally turn the music off or play a podcast to make up for the awkward silence.

However, I leave the sound effects on, as they do add a bit of ambiance to the gameplay.

Despite that, I do enjoy this game. Games that require a small learning curve with high replayability for a low price are games I can support.

Luckily, "Mini Metro" provides a slightly challenging, but not impossible, gameplay style that anyone can pick up and enjoy.

I would give "Mini Metro" an eight out of ten for gameplay, replayability and its minimalist art style.

It can be purchased anywhere from \$1-10 from the App Store, Google Play, Steam, the PlayStation Store and even was released on the Nintendo eStore back in August 2018.

Taylor Rodriguez is a junior majoring in computer science and digital arts. You may email him at [taylor.rodriguez@sckans.edu](mailto:taylor.rodriguez@sckans.edu).