



## Death of the bedroom coder

A 16-minute video from [Ahoy](#) from last year about Chris Sawyer, creator of Transport Tycoon and Rollercoaster Tycoon games from the late 1990s.



The video focuses more on the economics of the industry and some technical details, but what's interesting to me was how *tight* those two games felt in terms of UI. They have a shared custom GUI, they are assembly-coded, and they felt perhaps like the last instance of a graphical user interface where it felt there was nothing standing between you and the pixels.

I know those are games and not productivity apps, but they can be inspiring for those, too. You can download [OpenTTD](#), which is a modern recreation of Transport Tycoon Deluxe that doesn't require emulation, and it still captures the snappy and tight feeling very well.

I'm thinking about it in particular because the web took a lot of that away. The web loves latency and loose interactions and reflow and temporary fonts and CSS leaks and text sticking out of the box and many other papercuts. It's nice to be reminded of the world where things were closer to the metal, and how that felt as a user.

---

[Newer](#)

[Older](#)

15th January 2026

Slow, fast, third thing

14th January 2026

Making repetitive things less te...

Marcin Wichary © 2022-2025

[Archive](#) [RSS feed](#) [Mastodon](#) [Email](#) [QR Code](#)

Made with [Montaigne](#) and by [anton](#)