Fear and Freedom Newsletter

Week 12 | April 10th. 2015

Greetings everyone! This is team Fear and Freedom. Currently we have almost finalized our core story elements and have implemented all planned features including internal government placation score. After testing this feature internally, we found out that having this score hidden made the game feeling very unfair for users. Since we could not clearly know when the score decreases, it was very frustrating. Therefore, we decided to have this score show up in game as a GUI element. Our hope is that when players realize the government is very angry at them (the GUI element turns red), the player is more careful in making choices that might offend the government. We also added a new UI element where users can directly see their goal (money needed to buy her way out of North Korea), as well as a "notes" feature which keeps bullet points from the various interactions and choices the player has made. The player can refer to this to remember things.

We also hosted a guest who was an organizer for the Serious Games Conference. She was very excited about our game and also found it very important to talk about serious issues around the world through games. Next week we will be implementing one of the most important parts of the game, the music. One of the first year students, Larry Chang has very kindly accepted our request to compose the music for our experience. He visited us and we explained our idea behind the game and the general feeling and emotion that we want to convey to our players. We are very excited to have some sounds fill the aural emptiness of our game, and would like to thank Larry for his time and effort for our game.

Thank you so much for your interest in our project. Please feel free to email or visit us at room 2406. We are always happy to meet new people and talk about our project. Thank you again, we hope you have a great weekend, see you next time!

FEAR AND FREEDOM