

Fear and Freedom Newsletter

Week 11 | April 4th. 2015

Hello, everyone, this is team Fear and Freedom, we are currently creating a game about a woman from North Korea. We are always grateful for your interests in our game, Jayu - Freedom. This week, our major challenge was to add an element of intrigue in our game. After a long internal discussion, we decided to have functionality related to the government satisfaction. When we originally pitched the game, we had an element where the player had to be careful about who he trusts, thus hiding her thoughts and ideas from strangers. We decided to include this part in our game since we found that it is one of the ways through which the North Korean government controls the people of North Korea. Now in our game, in the front yard of the self criticism session building, there are several civilians that the user can interact with. Users can gather critical information that can help them earning money to achieve their goal to escaping North Korea. However, during this session, users need to be aware of the dialogue choices that they are making, otherwise they will be criticized by other Non Playable Characters in the self criticism sessions and will fail to keep the government placated, which will bring the users to one of the game fail states. Here, other Non Playable Characters are partially functioning as informants.

Next week we will test this feature to see whether it provides the users the feeling of being nervous and isolated. Thank you so much and please keep an eye on our progress. Also, please feel free to contact us with any kinds of questions or suggestions. Have a good weekend!

