

## Fear and Freedom Newsletter

Week 13 | April 17th. 2015

Greetings everyone! This is team Fear and Freedom. This week we've been working on adding ending sequences, and making the general transitions between scenes and chapters smoother.

Specifically, we now have an interview scene which, along with title screens and chapter descriptions, help give context between different arcs of the story.

Also, importantly, this week we added the music thanks to Larry Chang. We believe that music is one of the most important tool for us to create emotional atmosphere of the game and Larry's music definitely made the game emotionally rich. We would like to thank Larry for his great composition again.

This Friday, we sent out our latest version of the build to the faculty members at the Entertainment Technology Center. Since we are estimating the length of our experience, Jayu, freedom to be around 1 hour, we decided to send it out earlier to get more fruitful feedback from the faculty at soft opening which happens next week.

For the next week, we are currently working and preparing ourselves for the soft opening on Monday. We hope many faculty members at the Entertainment Technology Center took some time to experience our game. We would like to learn how they felt about the game and what we could improve in the next two weeks. We are excited to have great insights from the faculty and would love to talk about experience.

We would like to thank you all for following us and providing us with great feedbacks and suggestions, we always appreciate your interest in our project. We are looking forward to this last leg of our journey. One final effort is all that remains! Please visit us or email us if you have any questions or any information to share. Thank you and see you again!