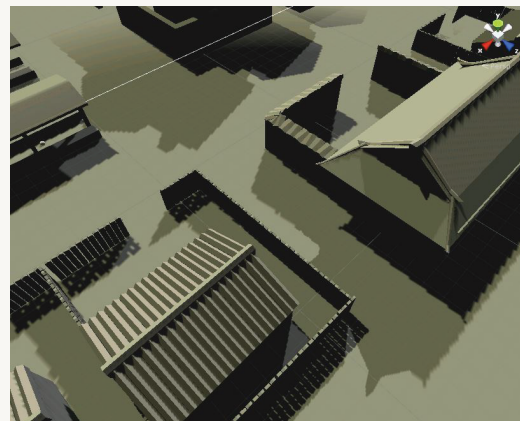
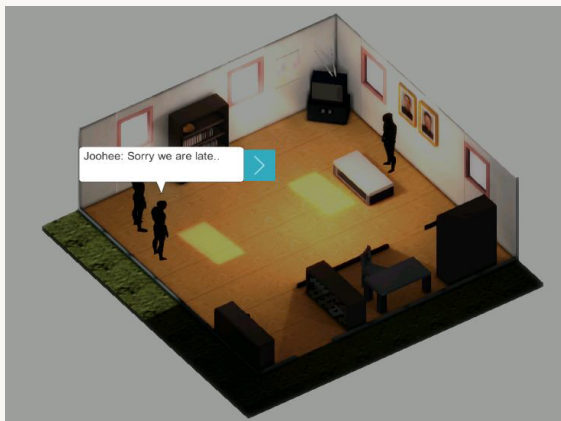


Fear and Freedom Newsletter

Week 5 | Feb 14th. 2015

Hi, we are team Fear & Freedom.

This week, we showcased our game for the first time even though the game is not fully playable yet. Most of the feedback were positive. Some faculties were concerned that our gameplay was too complex. That is also a minor concern of ours. We would have to consider simplifying the gameplay.



Next week, we are planning to do 4 different things. First, we are going to unite the game scenes into a single game. Second, we will make the first animated character. Third, we want to implement polished UI. Lastly, we will start simulating the gameplay balance in spreadsheets so that we can implement it as soon as possible.

Thank you very much and hope you have a wonderful week.