

## Fear and Freedom Newsletter

Week 7 | Feb 27th. 2015

Hello, everyone! Greetings from team Fear and Freedom. We are creating a game called 'Jayu - Freedom', a transformational game about North Koreans struggling under their oppressive government.

We are currently doing our best to incorporate all the elements that we will need for our user testing next week. Thus far we've been mostly working on building the tools and systems necessary for our designer to rapidly implement and test gameplay features. Our game designer, Seungsuk has started work on implementing a vertical slice (5 in-game days) of our whole experience. We are currently planning to have the in-game experience spread across 30 in-game days, so that users can have a clear goal and an idea of what will be happening in the game and when the game will end.

Currently we are brainstorming about more specific and detailed story elements. We flirted with many different ideas including: having a balloon event where the main character finds some resources which are sent from South Korea, having a moment where the main character has a simple interaction with her children putting a blanket on their body at night, and a moment where the main character has to choose whether to help a neighbor with their financial problem, or not. There was no shortage of moments such as these in our brainstorming, and we are very excited to see which of these experiences best align with our transformational goals and make the best impact on our players.

In the picture below, our designer, Seungsuk is working on events that will occur in the game. Users will have a self criticism session every 5 days, and they will be required to present themselves at every meeting on time, or else they will be punished throughout the game. We will also have pseudo random events that may help or hinder the player. We also prototyped basic art and UI assets for testing. Next week, we will have the all important first user testing. Thank you very much and we hope you have a good weekend. Please let us know if you have any further questions about our game. See you next week!

