

Fear and Freedom Newsletter

Week 9 | Mar 20th. 2015

Hello, everybody, we are the team Fear and freedom. We are currently working on a game which gives players an opportunity to experience life as a North Korean woman. She needs to survive in North Korea by feeding her children, working as a merchant and placating the government. This week Anthony Daniels visited our room and playtested our experience. We had made huge strides in our user interface, and we were excited to have a complete non-gamer test our game. We were very happy to see him fly through the game with no real issues. He also mentioned that he was very surprised about the facts he learned through the game. He also gave us valuable comments on further improving our user experience.

Also, this week we had our halves presentation in front of the students and faculty of the Entertainment Technology Center. It was very valuable moment for us to explain ourselves more explicitly about the idea behind the pitch and the progress of the game. We were well received, and people were excited about the potential of the game. We also got great suggestions about ways to improve the experience, both in terms of story and gameplay direction, as well as user experience. Some faculty expressed concern over the intense schedule that we were having, but we were able to assure them by explaining our process of first building systems and tools, which then enable rapid prototyping and iteration. Next week, we will start to iterate on our game based on our user testing and will keep working on adding more story elements. Thank you very much, and we hope to see you again!

