2nd 2 Week Project

# Anchoring Fear Research

Anchoring fear to an object is used in games, films and in our daily lives. Game designers attach fear to an object in game to trigger fear. Imagine playing a game and you pick up an item but as soon as you pick it up something happens that triggers fear, as you play the game you will always connect that object with fear. An example of this;

* You see a car in the distance as you approach the car something pops out a makes you jump, if this repeats a few times you anchor that fear to all cars in the game. So, if you go to an area with multiple cars around you are anticipating something jumping out at you.

Anchoring fear can only occur once the specific item has been used, at the beginning of the game there is no fear associated to any object. We must give the players the incentive to play their “Wild Cards” as soon as possible. However, over use of these object may render the fear mute as it can become too obvious or common.

Give players 1 or 2 Wild cards at the start of the game, this then anchors the fear at the start of the game. To make sure that this fear is not over used we would shuffle the wild cards in with the normal cards, so it becomes more random when wild cards are used.