10/8/19

We briefly mentioned SOMA at the end of our discussion today, but I wanted to talk more about it. SOMA is about a future where the Earth is dying, so people were able to spend money to upload their consciousness into a vessel called the ARK. You play someone who signed up for this but is unable to make it to the ARK with everyone else, so now you need to get there through the game. Throughout the journey you are presented with choices on whether its right to let people live even when they want to die, or ask question like are you a murderer for killing someone who wanted to die? I really like how it presented everything to the player and the horror aspect was quite interesting in how it helped get these points across. While I don’t have much for philosophical discussion in my game, if I was to put that in I would want to focus on how fear changes what you feel is your base character. When someone is faced with waves and waves of fear, what are they willing to do to stop it, how fast do they break?