-Pick a game you're playing, or perhaps a game you've been wanting to play

Titanfall 2

-What challenges do you think the creators faced when making this game? What sets it apart from similar games? How might the developer have tackled those unique features?

The game is made with the Source engine, so that was likely a struggle. Unlike other FPS, the game feels like it’s focused on fun and speed, rather than competitive integrity and strategy. The developers likely spent a lot of time tuning the movement, animations, and sounds to feel satisfying.

-How would you describe the game to a potential player? Team of developers? Investors?

Developer, Player: Fast, for fun, movement shooter that is played on the same map as a hero shooter with giant mechs.

Investor: Similar to Call of Duty, but faster, and with giant robots.

-What drew you to playing this game?

I love movement games and playing games with my friends.