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14 September 2020

CS 2540

The gaming industry has been a prominent one for several decades. While games come in all different forms, I was most familiar with video games such as Grand Theft Auto or Madden. After playing *The Fog Knows Your Name*, I feel like I have been introduced to an entirely different world of gaming. This game was especially out of the ordinary for me because it gave me the opportunity to choose from different options to determine the next part of the game; the games I am used to playing have one pre-determined plot. *The Fog Knows Your Name* kept me interested from the first chapter, yearning to find out what actually happened to Rex. I am not sure if the end of the game reveals the truth behind Rex’s murder but I am excited to play till the end.

There were many aspects of the game that stood out to me. One of those aspects was the inclusion of different genders and the option to be anything you wanted to be. The writers of the game gave you choices to be straight, bisexual, gay, a man, woman, gender fluid, and non-binary. Choosing different options to determine your sexual preference plays a role in the romance portion of the game. This is important because this romance can lead to a chance to revive Rex, which was mind blowing to me. As a man playing this game, I chose to continue to be straight. When given the option to “reveal a crush for Rex”, I opted against it, which disqualified me from being able to revive him in later parts of the game. Having to choose from a variety of options was a great gaming experience. These choices helped me to get very involved in the game, to the point where I started to carefully plan out what might happen if I chose an option that was too boring or crazy. For example, when choosing how to approach Ashley, I wanted to use an option that would guarantee a peaceful discussion with my character and Ashley. At the same time, I was curious to see how Diego and Ashley would react if my character was nasty with her. I used my better judgment and went with the peaceful option, which resulted in Ashley revealing the truth about Caleb and being warmer to my character and the rest of the group.

Overall, *The Fog Knows Your Name*, was a great choice to be my first word interactive game. The several different options to choose from, made me put myself in the character’s shoes and actually ask myself, “what would you do”? I have never been so involved in a game or even had the liberty to take it anywhere I wanted. I look forward to playing more horror word interactive games, as soon as I finish this one.

Works Cited

*The Fog Knows Your Name* (Computer or mobile game) by Clio Yun-Su Davis; Choice of Games. Available at <https://www.choiceofgames.com/fog-knows-your-name/>.