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## Choice of games forum

Topic Responses Views Action Top Five Underrated HGs 2021 You can make three choices. poll 16 5168 January 18, 2021 upcoming premieres hosted games - 2021 THESE ARE NOT OFFICIAL RELEASE DATES. THESE ARE ESTIMATES AT BEST. Follow us for updates! (Until we announce something on one of these channels, it's not official.) Email: Send an email to subscribe to releases@choiceofgamer.com... 2 17915 December 16, 2020 Upcoming game release selections - 2021 ARE NOT OFFICIAL RELEASE DATES. THESE ARE ESTIMATES AT BEST. Follow us for updates! (Until we announce something on one of these channels, it's not official.) Email: Send an email to subscribe to releases@choiceofgamer.com... 2 15746 December 16, 2020 Welcome to Choice of Games Forum 2 48701 October 26, 2020 The upcoming releases of Heart's Choice TE ARE NOT OFFICIAL RELEASE DATES. Heart's Choice Games are largely genderlocked. There are reasons for this. This is not a time, place or topic forum to discuss the wisdom or honesty of genderlocking. We would like to... 2 8101 November 6, 2019 Enchanted in Blood WIP (updated January 18, 2021) 229 25817 January 18, 2021 Writer support thread 46 1466 January 18, 2021 A Tale of Heroes (WIP) 33 3278 January 18, 2021 Quarrel with the author: is an attractive concept? 18,598 January 18, 2021 Rebel Choice: Uprising - Lead a rebellion against the bloodthirsty empire! 3914 105990 January 18, 2021 Zeus Dilemma (WIP) - Last Updated 12/28/20 135 15559 January 18, 2021 The Flower of Fairmont (WIP) epistolary! 16 3636 January 18, 2021 RW Soul War 2 WIP (Demo Update 13/12/2020) 131 20083 January 18, 2008 2021 OFNA: Birds of a Feather (WIP - Update 1/7/21) - Definitely no cult of magic 151 8754 January 18, 2021 RW Benefactor (Updated 09.14.20) 66 17336 January 18, 2021 [Chapter 5 Live!] (WIP) Interstellar Airgap - Steal the safest data in the Universe! 57 3639 of 18 January 2019 2021 Zombie Exodus: Safe Haven, Part 3 Public Beta 182 17163 January 18, 2021 Trinity WIP (There is something to post 467) 721 49877 January 18, 2021 Return to Donkey Island (WIP) - updated Jan\_18\_2021 33 4235 January 18, 18, 2021 Crème de la Crème Developer Diary and Romance Guide (Spoilers) 1330 99548 January 18, 2021 Lyanna Harrenhal (fangame ASOIAF, demo) January 5, 653 January 18, 2021 Games With Good Romance??!!? 142 65460 January 18, 2021 The Night Kings: First Blood [Update 10/1/21] 305 20613 January 18, 2021 Winter needed! 13 633 January 18, 2021 Ghost Simulator (WIP / last updated November 1) 467 58948 January 18, 2021 New game Hosted! The Parenting Simulator matt simpson 148 11336 January 18, 2021 Question about icon graphics 5 537 January 18, 2021 Gender sample code and pronoun 7 828 January 18, 2021 Selected (WIP, Update 15/1/2021) 798 74957 January 18, 2021 Achievements? 68 7094 January 18, 2021 next page → Do not consider discourse to be successful, unless communities benefiting from discourse are thriving and growing. And no community we host has evolved like Game Choice. Their discourse absolutely exploded over the last year, to the point that they are now the 22nd largest instance of Discourse that we know! We recently interviewed Jason Hill and Choice of Games' Dane Fabulich to discuss how they use discourse to power their unique community of text-based players and authors. Dan, tell us a little bit about choosing a game. The selection of games is designed to produce high-quality, textual, multiple-choice games (interactive novels). They are like textbooks to choose a path, but longer, deeper and richer. We produce games at home and have developed a simple language for writing text games, ChoiceScript, which we share with others for use in their projects. We organize games produced by other designers using ChoiceScript on our website. We also produce mobile versions of our games that can be played on iPhones, Android phones and other mobile devices. Why text games? Dan: Your favorite novel was probably written by one person, but games are usually a collaboration between many people: game designers, programmers, music/sound engineers, illustrators, animators, QA, etc. There are a few superheroes who can do it all, but it's extremely rare. We've developed ChoiceScript to enable (and even make it easier) for one person to develop a full-length game, write an interactive novel, and make money by selling it online. Jason: This is a short question with a very long and multi-track answer. One version of the answer is that text computer games have a long history (cf. Zork). However, when the railroad graphics happened in the late 80s and 90s, the main investment in the IF caused disaster; since then, text games have been primarily a hobby project. However, with the advent of mobile devices, we saw an opportunity to reinvent commercial text games for today's audience. Jason: What's more, the narrative is timeless. The graphics may become obsolete, but the good story never went down. How many games do you have there? Jason: 35 to 17 July. Our 36 will be releasing 8/6 or so. But that's our professional label. There is also an amateur label Hosted Games, which has another 30-something titles. How many people work there? Jason: We've just hired a new editorial assistant so the team is five. But our CTO Dan still has a day's work because we can't afford it yet. Your games are slightly different from the norm. Can you say that users are different as well? If so, how? 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