



Unravel - Using empathy as a game mechanic

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Then we make it all worth it.





How did we make people care?



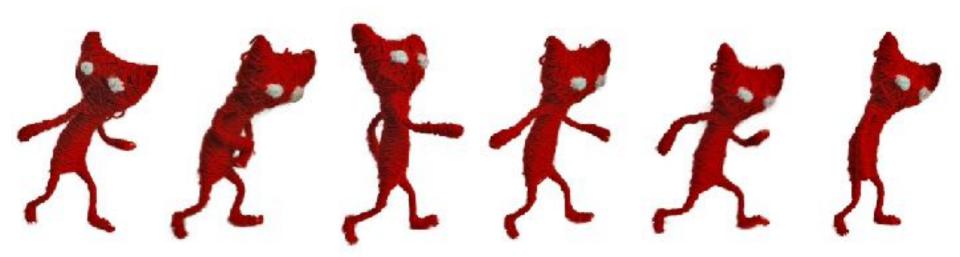








Yarny had to be expressive























How did we get the point across?



















We really should have tested more











