



WEEKLY NEWSLETTER Vol. 7 AMALGAMEDIA

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GETTING OUR DUCKS IN A LINE

THIS WEEK WE HAVE BEEN PREPPING FOR THE FILMING THAT WILL TAKE PLACE NEXT WEEK. WE HAVE BEEN GATHERING ALL THE PROPS AND COSTUMES TOGETHER, TESTING OUT THE EQUIPMENT TO GET ACQUAINTED WITH IT, AND PRACTICING SOME OF OUR CREW DUTIES WHILE WE WILL BE FILMING. WE HAVE COME UP WITH A TENTATIVE SCHEDULE TO SHOOT FROM TUES - FRI OF NEXT WEEK.

ON THE TECH SIDE OF THINGS, THE RESEARCH PHASE IS OVER AND WE ARE NOW MOVING INTO THE RAPID PROTOTYPING PHASE. THESE WILL BE DONE JUST TO GET A ROUGH FEEL OF WHAT IS THE FUNNEST ASPECTS OF ALL THE GAME MECHANICS WE HAVE DEVELOPED. ONCE WE FIGURE OUT WHAT WORKS WE WILL IMPLEMENT AND ADD SOME MORE THINGS TO THE MIX TO CREATE A REALLY FUN GAME FOR THE EXPERIENCE. SIM HAS ALSO BEEN WORKING ON THE PIXEL ART STYLE FOR THE GAME, PLAYING AROUND WITH 2D CHARACTERS AND 3D BACKGROUNDS. THESE LOOK REALLY GREAT AND GIVE THEM GAME THAT TRULY RETRO NINTENDO GAME FEEL.

NEXT WEEK WILL BE EXTREMELY HECTIC AS WE PLAN TO GET ALL THE FILMING DONE. EACH PERSON ON THE TEAM HAS A SPECIFIC ROLE ON SET SO WE ALL KNOW EXACTLY WHAT NEEDS TO BE DONE. WE FEEL THIS WEEK HAS GIVEN US ALL THE NECESSARY PREP TO HELP NEXT WEEK GO AS SMOOTH AS POSSIBLE. IT'S GOING TO BE A LOT OF FUN BUT ALSO A LOT OF HARD WORK AND WE ARE EXCITED FOR THE CHALLENGE.

