



**WEEKLY NEWSLETTER VOL. 9 AMALGAMEDIA MARCH 21ST, 2013**

## **HALWAY THERE!**

THIS WEEK MARKS THE HALFWAY POINT OF THE SEMESTER. THE TEAM HAD OUR HALVES PRESENTATION ON WEDNESDAY WHICH IS BASICALLY LIKE OUR MIDTERMS. WE PRESENTED WHAT WE HAVE DONE SO FAR WITH THE FILMING PROCESS AND WHAT WE HAVE DONE WITH THE GAME PREPARATION SO FAR. WE ALSO PRESENTED OUR ROAD MAP FOR THE REST OF THE SEMESTER WHICH PRIMARILY INCLUDES GAME DEVELOPMENT. WE WERE ALSO ABLE TO SHOW A ROUGH CUT OF THE FOOTAGE WE HAVE FILMED. CHEN IS FEVERISHLY WORKING ON THE POST-PRODUCTION OF THE FILM. SO FAR FROM WHAT WE HAVE SEEN, EVERYTHING IS LOOKING REALLY SHARP AND AWESOME.

WITH THE PRESENTATION COMPLETED, WE ARE NOW SHIFTING INTO OVERDRIVE ON GAME DEVELOPMENT. WE HAVE FINALIZED OUR ART STYLE ON A COMIC LOOKING STYLE INSTEAD OF THE PIXEL ART. WE FEEL THIS IS MORE UNIQUE TO OUR EXPERIENCE AND ALSO, IT IS MORE DETAILED SO THAT THE USER WILL BE ABLE TO TELL THE CHARACTERS APART. WE PLAN TO START PLAYTESTING SOME GAME PROTOTYPES WE HAVE AND ONCE WE HAVE SOME FEEDBACK ON WHAT STYLE OF GAME PEOPLE LIKE BEST, WE WILL BEGIN PROTOTYPING THE FINAL GAME. WHILE WE WILL BE PLAYTESTING WE ALSO PLAN ON SCREENTESTING THE FILM PORTION. WE ARE DOING THIS TO MAKE SURE THAT THE AUDIENCE COMPLETELY UNDERSTANDS THE FLOW OF OUR STORY AND NOTHING IS CONFUSING. WE WILL ALSO HAVE SOME FACEBOOK INTEGRATION IN THE FILM AS WELL TO SEE IF THE AUDIENCE WILL HAVE AN EMOTIONAL REACTION TO SEEING THEIR INFORMATION VIOLATED. WE'RE HALFWAY THERE!