

PLAY TEST, PLAY TEST, PLAY TEST!

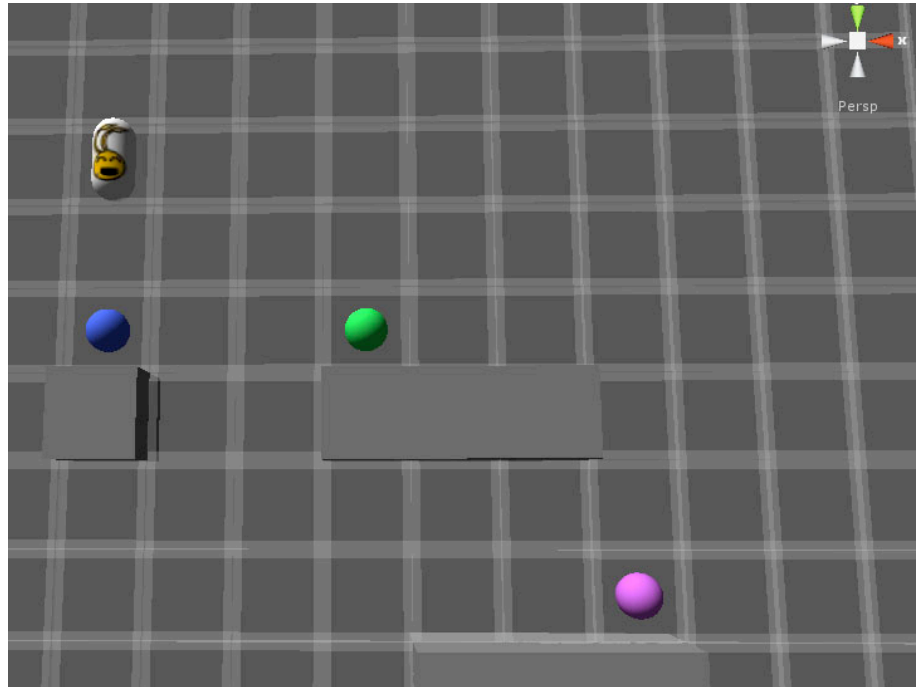
This week team antEater's goal is to have the Unity prototype play testable.

To approach that, we conducted a UI test by sending out a survey to the ETC group. This survey includes 14 icon verifications for 5 node functions. We got twenty five effective samples. The result shows that, for the most part, the arrow version works better than the figure ones among the survey takers. However the jump arrow icon didn't express itself effectively though.

In the meantime, the Unity prototype is moving forward. Our internal ETC SV play test will be conducted this Friday afternoon, and another one over the weekend. These pre-playtests are preparing us for opening external playtests among EA employees next week.



For the playtest, we would like to see the high bound of the game concept's complexity. The players will be verbally instructed about how to play. They won't be timed during playing, and they are free to skip a level and move on to the next one as whenever they please.



Also, there's no requirement for the our testees, no matter what kind of game they like or how old they are, we welcome everyone to join our play test. Presumably, we will have six EA employees to play test our prototype on Monday.

Regarding available assets, we will go for high quality animation cycles rather than our game's initial background story based animated movie. A punching cycle is in progress; ideally we'll see two high quality animation cycles before the holiday.

Also, the comic book themed 2D game mock-up is going smoothly. We finished storyboarding the story on Wednesday, now we are in the process of inking and coloring the sketches.

For next week, we'll be working on filming our team video, conducting more play tests, iterating our design based on the test results, and going further in art production.



An Electronic Arts and Entertainment Technology Center Collaboration.

Team

Chong Zhang: Producer
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Alex Kowalski : Game Designer

Yunkyu Kim: Animator
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