This week, we had our project's Soft Opening in EA Redwood Shore campus. It was a great chance for us to promote our work and to get feedback to make final improvements. We had two major goals for Softs. One is about the game prototype, we would like to see people's impression of it: whether they like it or not; how does the usability work-especially the new stuff we added after the playtests in week 12 and week 13. The other goal is about the comic book themed 2D story mock up, we wanted to see if the illustrated story get its ideas across to the audience. With two major objectives in mind, our Soft Opening went well, we also got

useful information and feedback to improve with.

First of all, we got a decent amount of playtesters. Considering it was just a short lunch break for everyone at EA, people played our game prototype for a surprisingly long time. Most people really liked the game in general, and this game concept seemed approachable and fun across all demographics. Second,

for the 2D story mock up, most people got the story, but there are two panels that confused people a couple of times.

Based on what we learned from the Soft Opening and talking with the client, we decided our next steps. Speaking of the prototype part of the pre-production, we will try to add more humor to the prototype by polishing the sound effects and tweaking the motion; we will expend the current design documents to a more detailed one that covers all the design rules; we will also consider tweaking the trail by adding fading and changing the color, so that the prototype would look less robotic. For the art assets part of the pre-production, we will continue completing the comic book themed 2D story mock-up by adding a cover page, also clarify the story by tweaking those two panels that some people had problem with.

Final presentation is only one and a half weeks away, but we are very confident to complete everything and wrap them up as a pre-production package for delivery.

An Electronic Arts and Entertainment Technology Center Collaboration.

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