

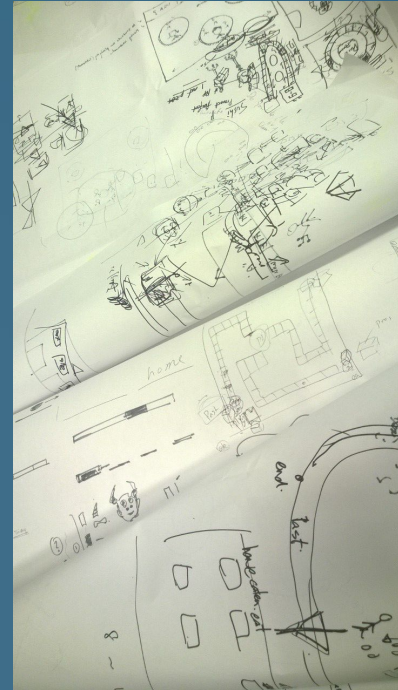


# The Third Game

Weekly Newsletter – Mar.27th 2015

The title pretty much sums up the topic of discussion for this week. The week started off with this discussion and the design is still being fleshed out. We had a basic idea of the game from our early prototype but it did not suffice our needs. Things that we were kind of sure about were the magic theme and the fact that it will be a game for the Language Arts class. The challenges we faced were manifold. We did not want the mechanism to be same as the earlier two games. This made us think a lot about how we can use the SMALLab input system to make something different. The limitations of the traceable wands made the task challenging.

Also we wanted a game play mechanism in terms of behavior and style such that it fits the theme of the game. Since our earlier two games are competitive, we were tending towards making this game collaborative or include some aspects of collaboration. We spoke to our advisors about our ideas and got some good feedback. We have a blueprint of the design finally today and we hope that we will have a clear idea about it by Monday. We plan to start the development of the third game in god speed (too much exaggeration?) by Monday so that it is ready for the next playtest.



As planned last week, we had a meeting with Dr. K on Monday afternoon where we went over our scheduled plan for the remaining of the semester. If things go as planned then we will be having three more playtests for all of our games. On Wednesday, two of our programmers visited the SMALLab to fix some issues with the wand for the SPRACE game. In doing so, they even tried to understand the working of the system in a better way and came up with some good observations.

We integrated new art assets for both the existing games. According to the feedback from teachers, we finalized our design for the review scene and started working on it. We aim to wrap up major tasks for these games by this weekend and leave the nitty-gritty details for the last week (if something is left). Today we discussed a rough plan for our 3 minute and 30 second promotional video which we will plan to shoot next week.

We are craving to have a team lunch/ dinner soon but because of certain constraints with some people (no names to be taken but we know who ;-)) we might have to adjust.

Happy Weekend,

Team AweSeven