

Newsletter



Week Two

Research
January 23 - January 27

Key Word:

- Xbox Live Indie Games (XBLIG)

Last week, we had been doing a decent amount of research about how to get into developing games for consoles. Based on the information we got from both console holders and industry professionals' first hand experience, we found out that Xbox Live Indie Games (XBLIG) would be the feasible way for Crescendo Encore to approach the ideal goal SmileGate set for the project, that is to have a DoReMi Pets type game be playable on console. In week 2, [SmileGate decided to have Team Crescendo Encore develop a music/rhythm game for XBLIG targeting family and kids.](#)

Team Crescendo Encore had also been playing many music/rhythm

Crescendo Encore is very glad to have Evelyn Chang join the team.



games studying the fun factors from a game design point of view. A design research document was created, and some basic design decisions were included in it.

To approach the goal of making an Xbox game, Team Crescendo Encore needs to address two major challenges. First, we need to redesign the hardware. The hardware solution for DoReMi Pets works for PC but does not work on Xbox 360. By having a different solution, we are also hoping to fix the hardware's delay problem. Second, XNA Game Studio, the programming tool that we will be using is not familiar to the engineers on our team. However, they already started learning to work with it, and are going to deliver a basic XNA prototype in two weeks.

Major Milestones

Week 4

- Have an XNA prototype playable on Xbox
- Have basic design finalized

Week 6

- Have the new design prototype playable with hardware
- Complete desired feature list

Week 7

- Start external playtests
- Continue implementing features

Week 11

- All parts of the game are fully playable
- All the instruments are final or close to final

Week 12

- Start documentation and polishing

A SmileGate and Entertainment Technology Center Collaboration.



Advisers

Carl Rosendahl
Jiyoung Lee

Team

Evelyn Chang: Game Designer
Qiaosi Chen: Programmer
Hyemi Do: 2D/UI artist
Prashanth KP: Programmer
Paulwei Wang: Co-producer,
Hardware engineer
Chong Zhang: Co-producer