

## Newsletter



### Week Nine

Beta Version Developing  
March 19 - March 25

#### Key Word:

- Half Presentation
- French Horn

From Week 8 to Week 9, Team Crescendo Encore spent a great deal of time for getting ready to showcase the live demo as well as having playtests during the half presentation.

The game is updated a lot since the first playtest in Week 7. Based on the feedback we got, we



refined the UI, iterated on the design, implemented more design as well as debugged the game.

We changed the UI gameplay background, updated the menu UI, added instruments onto the starting point of each track, refined the visual feedback of the notes, and added rough animation sequences for two characters. We also implemented more design features into the game. The clarinet's blowing interaction is working, metronome pre-beats are added for informing the player of the tempo, and two difficulty modes of Carmen are available for playing.

In the meantime, Crescendo Encore spent a big portion of its weekend and the beginning of week 9 on preparation for the half presentation. With help from advisors and the efforts of teamwork, project Crescendo Encore's half semester presentation turned out great! We

got insightful suggestions from the audience such as using 3D sound for helping player hear their instruments from different sources.



We value these feedback and already started trying out the possibility of using it in our game.

For hardware, we've started wiring French Horn, and it will be implemented into the game next week.

Crescendo Encore is planning to have the second round of playtest at the end of week 10 with a target audience of children and families, and the team will be continuing the preparation work for it.

## 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  
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Paulwei Wang: Co-producer,  
Hardware engineer  
Chong Zhang: Co-producer