# Game Theming and Art Development

After our playtest last week, and the consideration of several new themes to replace the star theme, we've decided to move forward with a cartoon sci-fi theme. The driving narrative for this is that the player is part of a rescue squad to help save stranded aliens. The player will help the alien by building a structure that can support a UFO long enough for a stranded alien to board and fly away. To keep this theme more gender neutral, we've aimed for a cute, colorful look with a friendly, childlike design for the alien.

With this new theme, we are able to start fully developing art assets. For the build objects, we are making them as an alien version of supply crates. To this effect, each object will have borders around it with LED's that will light up as the UFO takes off, keeping the visual reward that was provided from the initial design with stars. We're keeping the detail level of these objects low, as simple designs with bright colors seems to appeal to our demographic.
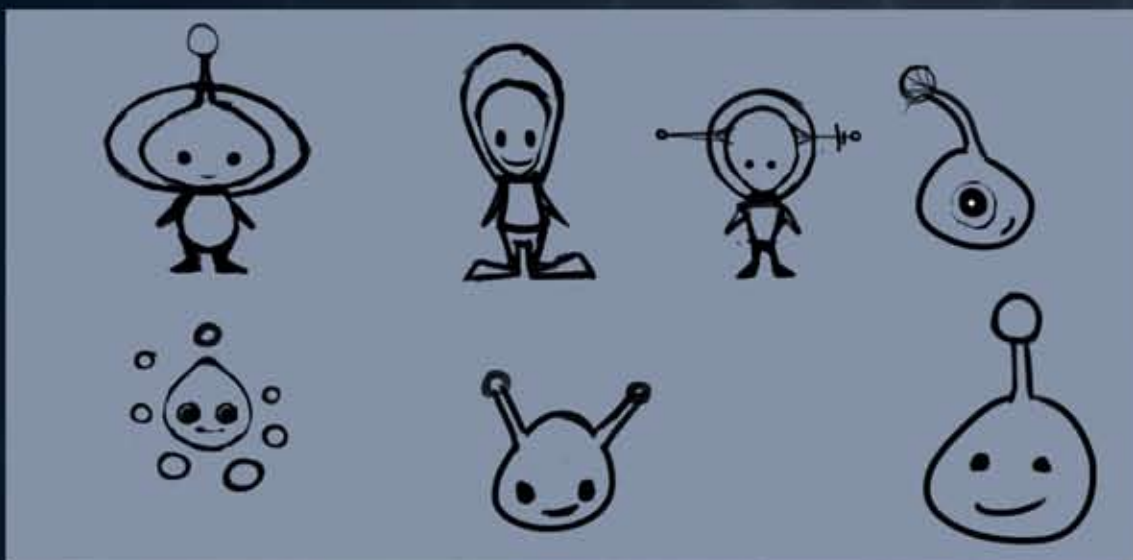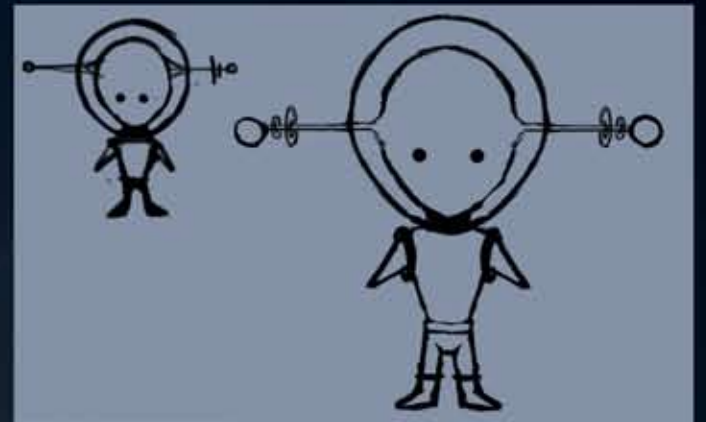
Calendar

October 24th, 26th, 28th

Half Presentations
-Mid-Semester Presentations.

December 12th, 14th, 16th

Final Presentations

Updates to the Prototype

We have made some refinements to make our two versions of the prototype more internally consistent and usable. Last week, with the first prototype, where a block is immune to physics until dropped, the block could only be picked up again in a way that had physics applied. This week, we've made this more consistent by having a similarly physics-immune behavior upon picking up a block again. In the second prototype, where objects are dragged around and are subject to physics like real blocks, our code from last week had the right general feeling but a cumbersome interface. This week, we've replaced our old code for dragging with a new code that makes the blocks easier to move, but retains the perceived sensation of weight and collision with other blocks. Now that we've had the opportunity to test each interface, we've come to the conclusion that the new and improved dragging version would better serve our goals.

We also added an "earthquake" effect that will occur when the UFO sends a beam that shakes the ground. This will be a new condition for testing the stability of the player's structure. For both versions, we implemented a restart button, which allows for easier testing.

In addition to our prototype changes, we've made progress on logging data from the game. With the help of Bryan Maher, we've set up a system that sets up the framework for logging the data that HCII determines we should track. For now, we have added the login server functions to the game, so we can log in and send messages to the server.