



# Legato Newsletter

Week 2

Brainstorming

Design

Prototyping

Quarter  
Milestone

Iteration

Halfway  
Milestone

Alpha

Beta

Soft Opening

Final / Launch

## OPENING REMARKS

Hello again everyone! This week we worked with our Redwood counterparts, team Thunder Egg, to design and pitch ideas to our associates at Electronic Arts. We presented 4 games, each one utilizing a different mechanic for gameplay. In addition, we continued working on our marketing and branding creation. We created our website (<http://www.etc.cmu.edu/projects/legato/>) with ongoing content population, and we made initial designs for our team logo. The gears have begun turning for Legato.

## BREAKDOWN

As stated above, we pitched four design ideas. The first idea is a team-based combat game in which players must work together to craft and fire ammunition at their opponents in a frantic race to destroy each other's castle. The second idea is side-by-side racing game in which players must interact with their animal mounts in order to spur them forward and reach the finish. The third idea puts players in control of the different body parts of a cute, clumsy monster as they work together to stumble their way through hostile environments. The last idea drops a team of players into a haunted house in order to exorcise the ghosts within. They would work together to trap, weaken, and disperse the ghosts. We chose this set of ideas to have a balance between two choices that are collaborative, and two ideas that are competitive, as well as to span different genres of gameplay.

## CHALLENGES

Our challenge this week was designing mechanics that fulfill our 'game-within-a-game' client requirement. Our design team went back and forth on different approaches to gameplay, and we split on which designs we favored most. To solve this challenge, each of us took ownership of one design idea and incorporated input from the remaining designers. After pitching to Electronic Arts, we have discarded two of the game ideas and we will refine the remaining ones into products that can be realized during our allotted development time. We will need to focus on clearly defining game mechanics and gameplay in order to offer an experience that players can easily understand and enjoy.