



Legato Newsletter

Week 3

Brainstorming

Design

Prototyping

Quarter
Milestone

Iteration

Halfway
Milestone

Alpha

Beta

Soft Opening

Final / Launch

OPENING REMARKS

Hello again everyone! This week we moved into our initial design phase. We worked with our Redwood counterparts, team Thunder Egg, to refine our chosen design idea and pitch the product to Electronic Arts. Based on the feedback we received, we brainstormed new approaches to gameplay and interaction that will solve the shortcomings of the design we pitched. Over the next week we will construct a prototype that we will use for game design going forward.

BREAKDOWN

Our design idea is called 'allo'. allo is a gelatinous creature that 2-4 players control. Each player is responsible for controlling a part of allo's body, i.e., its limbs. They must work together to navigate through levels, solve associated puzzles, and overcome the hazards they encounter.

Our programmers focused on building the infrastructure necessary for our game to operate on our platform. They also began building a jelly-character simulation that will allow us to test gameplay mechanics.

CHALLENGES

Our greatest challenge this week was game design. Our idea's origin is a simple mechanic: players each control part of a single being. This seemingly-simple concept has proved to be divisive in implementation. Numerous times our designers reached deadlocks on the terms of gameplay: the responsibilities of the player(s) and the interface through which they perform them.

This challenge is compounded by the distance and time difference between our two teams. Our designers have struggled to remain on the same page, often believing we reached a consensus of understanding when in actuality, we still had different perspectives on our product. This in turn has affected the productivity levels of our programmers and especially our artists. We have not fully solved this challenge yet; however, it is our top priority for the next week, in addition to making a prototype.