Legato Newsletter

OPENING REMARKS

Hello again everyone! This week we focused on prototyping. We set up our necessary servers and got them operational. We also constructed a playable demo that will allow us to test movement mechanics, including the capability of having multiple players simultaneously. We will reach our quarter milestone next week, during which time we will demonstrate our progress and process to our faculty. We plan to have a playtest-ready product for the week following our quarter milestone.

BREAKDOWN

In our previous newsletter, we discussed internal production issues we have been coping with during early development. We have continued refining our internal production methods in order to distribute work that utilizes our human resources effectively, particularly without placing too much dependency on any single person in our programming pipeline.

In addition, our designers sat down to give more clear definition to the amorphous design concept we have been working with so far. As a result, we selected a lead designer. Christian from team Thunder Egg will be leading the charge forward. Now that we have a clearer idea on the game's design and goals, we plan to commence our sprint process for development next week.

CHALLENGES

Our challenge this week centered around building a working prototype distributed across two locations. We are hosting a development server here in Pittsburgh and have seen success with local testing; however, when accessing the server here our California comrades have been experiencing noticeable network latency that we have not yet determined the cause of. We will be assessing their connection methods and options to address this challenge.

Regarding our production challenges, we are going to determine the needs of our project and directly determine how we distribute team members across the fulfillment of them. We are learning a lot through the process of remote teamwork and we expect many more lessons as we move through development. Until the next issue!