LEGATO

OPENING REMARKS

Hello again everyone! This week marked our quarter milestone. Together with team Thunder Egg, we completed our first two prototypes and demonstrated them to the faculty. Their feedback will help us determine our design direction for the remainder of this project. We also held an internal review of the first four weeks of development to assess weakpoints in our production methods. We will spend the next weeks creating more prototypes in anticipation of our halfway milestone.

BREAKDOWN

For quarters we pitched two game design prototypes. Both designs offer players the chance to control bouncy in-game avatars; however, one offers a cooperative experience while the other offers a competitive experience. Faculty responded positively to the competitive prototype and gave plenty of suggestions towards improving the cooperative experience (particularly with regard to interaction controls). Based upon response from our cooperative prototype, we project an overhaul on the game design to offer players more individual agency and responsibility, while still making them dependent upon each other for success. We plan to prototype a new design that we think meets these design goals over the next week.

CHALLENGES

Our biggest challenge this week centered around cross-team production. Because both groups of our team crafted the two prototypes separately, we fell out of touch with each other's products. That fact was the culmination of failures in production over the previous weeks. Essentially we had drifted into working as two separate teams trying to present one unified product.

We have identified failures in communication (both cross-team and internal for each team) as the root of our teamwork issues. Going forward we will strengthen our communication channels through steps including (but not limited to): having both teams represented at client meetings, daily producer briefings, full-team meetings at the beginning and end of each week, and conducting more efficient design meetings. Our challenge between now and our halfway milestone is to incorporate the power of one: one team with one product. Stay tuned to our progress; until next week!