



Brainstorming

Design

Prototyping

Quarter
Milestone

Prototyping II

Halfway
Milestone

Alpha

Beta

Soft Opening

Final / Launch

OPENING REMARKS

Hello again everyone! This week we used our quarter milestone feedback to build two new prototypes that the team felt best incorporated the mechanics that faculty found most enjoyable about our first two prototypes. Upon completing these prototypes, we chose the one that we think offers the most opportunity for expansion. We will demo both prototypes and pitch the our chosen idea to our clients next Monday. Then we will begin production.

BREAKDOWN

Faculty responded positively to bouncy jelly and collisions in our first two prototypes so we made one prototype that focuses on jelly collisions, and another that uses jelly for shooting enemies. Both prototypes use the slingshot control mechanic that we had already built for gameplay. Dynamic Defenders, the first prototype is a multiplayer design in which players must protect a designated 'VIP' from incoming projectiles. Each player can be VIP once; as soon as all players have been hit as VIP, the game is over. Space Jellies, the second prototype, places three players at three cannons on a spaceship traveling through a galaxy. Waves of enemies continuously spawn and try to hit the ship, diminishing its health while players try to survive as long as they can.

CHALLENGES

In previous newsletters we've talked about our production challenges working as two remote teams. We have solved our communication shortcomings by consolidating our communication channels, and setting up fixed protocols on when and how we communicate. And since we will have one product as of next Monday, we will operate as one team from now on with our newly selected executive producer, Goksu from the Thunder Egg side, taking ownership of the product.

Our biggest challenge this week was scrambling to complete our prototypes to reach a minimum-viable-product state, both so that the team could pick the best one and so that the client demos will give as accurate a depiction of gameplay as possible. We were able to complete most of the functionality for both prototypes that we designed and they are fully operational for demonstration to the client next Monday. That's all for now; until next week!