

Brainstorming

Design

Prototyping

Quarter
Milestone

Prototyping II

Halfway
Milestone

Alpha

Beta

Soft Opening

Final / Launch

OPENING REMARKS

Hello again everyone! This week we determined the design direction for our final product and began production. We are going forward with a cooperative shooting game with a space pirate theme. Players will work together to protect their ship from the perils of different locales as they go on pirating adventures.



BREAKDOWN

This week our designers created a design document mapping out gameplay objectives, challenges, and the first three level layouts. They have been adding more content to flesh out the design over the course of the week. Our programmers worked on setting up the control interface for gameplay and implementing the basic gameplay mechanics. Our artists created concept art for our game's environments and characters, as well as controller UI assets. Our sound designer integrated original music into the game project (see our website for music samples: etc. cmu.edu/projects/legato) Our producers have been working to map out our production schedule leading up to our halfway milestone.

CHALLENGES

Our biggest challenge this week was making up for the time we spent making our first four prototypes. Now that we have one product, we have focused our efforts on creating a prototype of that vision to assess the different gameplay mechanics and interfaces that it uses. We wish to complete a working prototype as soon as possible so that we may hopefully begin playtesting next week. That's all for now; until next week!