



Brainstorming

Design

Prototyping

Quarter
Milestone

Prototyping II

Halfway
Milestone

Alpha

Beta

Soft Opening

Final / Launch

OPENING REMARKS

Hello again everyone! This was a very short week as the majority of our team attended the annual Game Developer's Conference in San Francisco. Before the conference, we conducted our first playtest. We invited a family of four to come and try out our game prototype. The results from the questionnaires they answered will inform our next design iteration.

BREAKDOWN

For our playtest this week, we had a father and his three sons, ages 9 through 14, come to play our game prototype. We had them answer a series of questionnaires regarding the gameplay and art after playing. Their responses were positive overall. They liked the visuals and enjoyed the shooting; however, they had issues looking back and forth between the television screen and their controllers. This in turn affected their accuracy. The father also pointed out that he didn't feel the experience was cooperative. Everyone seemed to be doing their own thing, to the point of getting in each other's way frequently. Lastly, he reported that the navigation experience felt unsatisfying because it had no apparent goal.

The feedback from this playtest is a positive indication that we are making an enjoyable experience; and it highlights our need to give a more meaningful gameplay experience to the different player roles. Going forward, we will be focusing our design process on incorporating the captain role into the offense and defense of the ship. We will also adjust the shooting control mechanics to give players more freedom. Next week is technically spring break; however, we will continue development to make up for our time away during the GDC. Look forward to our next newsletter in two weeks!

