



Brainstorming

Design

Prototyping

Quarter  
Milestone

Prototyping II

Halfway  
Milestone

Alpha

Beta

Soft Opening

Final / Launch

## OPENING REMARKS

Hello again everyone! This week we used feedback from the playtest we conducted last Saturday, as well as from our client, to improve the way our game communicates what players need to do and how they can perform it. We also implemented new features from our backlog. Lastly, we worked on audio management and integration. This was a packed development week so we will only discuss the breakdown in this newsletter. Challenges will return next week.

## BREAKDOWN

For our playtest last Saturday, we had 47 participants ranging in age from 7 to 57. They pointed out more specific game aspects that still needed improvement, particularly the controls. Many players felt that their cannon movement was not as fast as they would have preferred; however, to our surprise, very few of them reported any fatigue over making circular gestures in order to move their cannon throughout the game. We adjusted the cannon movement to be faster and increased the acceptable input range on the mobile control wheels.

In terms of teamwork, we had somewhat of a split. Many players reported that they felt as though they were helping their teammates and their teammates were helping them. Others reported that they felt that their teammates got in their way because their cannons could not pass over each other. We designed the cannons this way to encourage players to communicate and in that respect our observations indicate success. Therefore, we will maintain that design aspect in the game.

Lastly players seemed to enjoy the new cannon repair feature we added... but only once we explained it to them. This among other things, is a mechanic that we worked on improving the user interface for during this week. We now have icons to indicate when a cannon is damaged and needs repair, as well as making that icon consistent with the captain's repair button on their control interface.

Previously, we talked about discarding FMOD as our audio manager. This week our sound designer successfully integrated Audiokinetic Wwise into our game project and built a sound manager using its features. This will allow us to create a more dynamic and robust soundscape in the game. Until next week!