



Brainstorming

Design

Prototyping

Quarter  
Milestone

Prototyping II

Halfway  
Milestone

Alpha

Beta

Soft Opening

Final / Launch

## OPENING REMARKS

Hello again everyone! Our soft opening is quickly approaching so this week we focused on mapping out the design of the features we have yet to implement into the game. We also had faculty playtest our game and give feedback about the current experience. Based on that feedback and our own observations of other recent playtesters, we have realized that our game is still not as cooperative or engaging as we would like, especially considering the adult component of our target audience. Therefore, our designers began working on a mechanic that we believe will make the players more dependent on each other, and thereby encourage them to actively cooperate more.

## BREAKDOWN

Faculty playtesters reported that they did not feel the need to work with other players because it was simplest to focus on shooting in one area than coordinating with other players to move cannons around each other. They also reported a disparity in the visual theming of the enemy characters, causing a misunderstanding of one particular enemies nature. Lastly, one faculty member felt that the music should be more responsive (i.e. indicative of) to the game situation at any given time.

As a result of this feedback our designers came up with a mechanic that will allow cannons to merge their shots together to form more powerful shots. These dual shots will be required to take down new shielded enemies. We have not reached a conclusion on the design of the color-coded enemies that one faculty expression confusion over; therefore, we will leave that to our next playtest with children. Regarding adaptive music, our executive producer has prioritized all of the games sound effects (and possible vocals) before implementing more complicated adaptive music than what we already have. Therefore, adaptive music has been backlogged as a stretch goal for after our soft opening.

## CHALLENGES

Our challenge this week was to come up with a solution to the design issue we've come to realize. We need to make players rely on each other more without making them feel crippled and/or resentful due to the dependency. As such we will test out our new merge mechanic and report back with the results in our next issue!