Newsletter

LEGATO

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- Final / Launch

OPENING REMARKS

Hello again everyone! Our soft opening will take place this Monday, right after our fourth playtest tomorrow. As such, this week we have focused intensely on integrating all of the features that we plan to have in the final game deliverable. Things are coming together and the project is beginning to look like a polished product.

BREAKDOWN

In anticipation of our soft opening next week, we integrated several of the backlogged components and features we designed previously. We created start, win, and loss state screens (with accompanying animations) to finally have a functional game flow that's independent of computer input.

We added the capability for gunners to fire simultaneously in order to produce more effective bullets that can take out specific enemies. We added new music for the start menu/character select, boss, and treasure collection scenes in the game as well as a slew of new sound effects to enhance the feedback and enjoyment of gameplay. We also created and integrated new art assets and animations for some of the pre-existing enemies, as well as a few new ones. Lastly, we mapped out the games enemy waves to present more challenge to the players while allowing them to learn the different dynamics of gameplay, including a new opening tutorial sequence.

For the playtest we want to observe and receive feedback regarding the new cooperation mechanic for the gunners, distribution of enemy waves/patterns, and try out the new boss and treasure collection features. We've made a lot of changes since our last playtest so we will have a lot of aspects to observe and question participants about.

CHALLENGES

Our challenge this week was to finally build all of the backlogged features our designers had created. This meant new art and audio assets, as well as new code and functions from the programmers. We have been building these assets and features one-by-one before merging today. Our playtest tomorrow will be a critical assessment of the work we've done and will determine the path of our project leading up to our final deliverable. We will return with the results next week!