

Brainstorming

Design

Prototyping

Quarter
Milestone

Prototyping II

Halfway
Milestone

Alpha

Beta

Soft Opening

Final / Launch

OPENING REMARKS

Hello again everyone! We kicked off this milestone week by conducting our soft opening for both faculty and our client. For the rest of the week we worked on completing our final new game components, fixing outstanding issues and bugs, and incorporating applicable feedback from our soft opening, as well as the two playtests we've had since last week.

BREAKDOWN

Faculty reported great improvement to our game since their last exposure to it. They liked the additions of color-coded enemies that players needed to shoot together, designated rest periods to break up the high-intensity shooting experiences, and the more approachable controls and gameplay. They noted a lack of responsiveness of the captain's shield, lack of adequate explanation of the shield's functions in the tutorial, and some difficulty splitting attention between the television and control device. We will continue adjusting the responsiveness of the captain's shield and work on improving the explanation of the shield's capabilities.

Participants in both of our playtests, 20 in each, seemed to greatly enjoy the game. In the former playtest last Saturday, we still had several bugs and missing features from the experience. As a result, players struggled to perform successfully; however, they reported having fun trying. We corrected these issues for our latter playtest this past Wednesday, and our observations indicated a very positive reception. In fact, we were unable to get two of the groups to stop playing in time to answer our follow-up questionnaire. Though most of the participants of these playtests fall outside of our target audience, we still view their response as a positive indication of the fun we want our game to offer.

CHALLENGES

Our challenges this week included finishing the final boss (including animations) and treasure collection stages of the game, as well as the opening and closing game scenes. We only have one week of development left before our final presentation and client delivery. The next week will be dedicated to polishing our product in order to deliver a complete game experience. We will return with our final newsletter next week!