Newsletter

LEGATO

OPENING REMARKS

Hello again everyone! We reached our halway milestone this week and delivered a presentation on our progress to faculty and students. Afterward, we focused on prototyping our 3 shooting mechanics for our playtest tomorrow. The goal for this playtest is to find out how players use and react to the 3 control schemes we present to them. We will also try out a new shield mechanic for the captain/navigator role. Through this playtest, we plan to lock down the responsibilities of the captain and gunner roles.

BREAKDOWN

This week our designers came up with a third interaction scheme for the game based on feedback we received from clients and faculty. The captain can already move the ship up and down onscreen; now they can also control a persistent barrier that can protect parts of the ship from enemy attacks/impacts. The gunners are now able to rotate the cannons around the ship's entire 360-degree range (though they cannot occupy the same space/overlap). We wanted to try a version with these mechanics in order to give the shooters more independence from the navigator, as well as to give the navigator a more clear and meaningful interaction. We expect to find out which configuration players enjoy most in our playtest.

CHALLENGES

Our biggest challenge this week involved the audio implementation. Our sound designer has been working with the Unity integration for FMOD Studio. Essentially it's a software that offers better control over music playback so that the background music can respond to what's happening in the game. Though he was able to get the desired functionality operational, the Unity integration for FMOD has proven to be too unreliable, consistently producing memory resource errors after running the project a few times. Therefore, we removed the FMOD integration and will be trying out the Wwise audio middleware platform instead. Should that also prove unsuccessful, we will default to our own custom audio manager. That's all for now; until next week!