



Brainstorming

Design

Prototyping

Quarter
Milestone

Prototyping II

Halfway
Milestone

Alpha

Beta

Soft Opening

Final / Launch

OPENING REMARKS

Hello again everyone! This was our final week of development. We worked on integrating new visual effects, opening and closing cutscenes, new interface functionality for more game control, and integration of new sound effects and music. We also held an open house for visitors to the Entertainment Technology Center in order to observe any last game components that need to be strengthened or clarified for players.

BREAKDOWN

This week we focused on adding components to make the game application complete from a user perspective. We added menu systems for navigating and controlling the game, as well as win and loss screens for their respective cases. We added several new visual effects to make the game world offer both a greater sense of urgency when hit by environmental hazards, as well as a greater sense of success when destroying enemies. We also integrated adaptive music that changes as the game progresses, including new original songs for the final confrontation and treasure collection stages at the end of the game.

Players who tried our game during the ETC Showcase reported enjoyment of the game, and found the mechanic of players merging their shots novel. Observing the players showed us adjustments we needed to make to the enemy waves of the last 2 stages, as well as the boss fight encounter to remove lengthy wait times between them. Once we have made changes based on our observations, we will deliver our complete product to EA's Office of the Chief Creative Officer next week.

CLOSING STATEMENT

This project has been quite a journey for us. Through the development process we've learned a lot about communication, documentation, work distribution and pipeline, and a plethora of other things. We thank our client for giving us the opportunity to work on this project, as well as our instructors for helping to facilitate our journey through it. We hope you've enjoyed following along in our weekly newsletters. It's time for us to go now. We'll see you in our next adventures!