Sony Playstation Project Newsletter

Welcome!

Greetings! It's your friendly neighborhood producer, Steven Jones, here. Welcome to everyone on the project! On behalf of the team, I'd like to mention that we're all eager and excited to be working with Alex Lee and Ken Inagaki from Sony. We're also stoked to have Chris Klug as our advisor.

Let me take this opportunity to introduce everyone on the team (in no particular order)…

Kathik (KK) Krishnamurthy:
Programmer & Technical Lead

Nagarjuna (Arjun) Varma Harisena:
Programmer

Ashwin Kumar:
Head Artist

Chu-Hsuan (Hsawn) Kuang:
Programmer & System Lead

Jing Li:
Lead Game Designer & Co-Artist

Jitesh Mulchandani:
Programmer

And lastly, myself, Steven Jones:
Producer & Sound Design

Week 1

Week one we set up the room, received our first assignment, had our first client meeting with Alex and Ken, reviewed the SDK, and had two character creation meetings. Ashwin has begun concept art for several characters from the meeting including: Ice Cube, Pistachio & Shell, Paper, The Guardian, Kid God, Mister Ghoul and a few others. The team is highly anticipating a visit from Ken and Alex on September 4th & 5th. Because of this, the producer is torn upon deciding between a great hibachi grill and a lovely higher-end Italian pub for dinner on Tuesday. …Oh, the problems of a producer!

Odds and Ends

While Ken and Alex will be visiting us on Tuesday, Sept. 4th, Rebecca Lombardi will also be stopping by with a dignitary from Tajikistan (I believe). They should be here between 12:30 and 1:30pm. Rebecca asked that we discuss our project and field a few questions concerning both the project and the ETC.

The group met on Monday and came up with a few new characters: Bone King and two different types of pillow characters –one with a girl that inherits a pillow containing her grandmother's dreams and another pillow in a hotel that must survive a new guest's dream every night.

The newsletter will typically come out at the end of the week, my apologies for being a little late. The format and art direction may change after we choose a project/team name.

Have a great day everyone!
SJ

Sony Playstation Mobile