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PlayStation BlackLight Week Ten!

Week Ten brought about the revelation of our newest assignment – Assignment 4! For this assignment Ken and Alex want us to 'Set a Mood'. Specifically, "sometimes it's more about the experience than the game, set us on a _journey_ through one song." We were given the option of choosing between three songs for this assignment; 'To Build a Home' by the Cinematic Orchestra, 'Hands Swollen with Grace' by Dakota Suite, and 'Us' by Regina Spektor.

Assignment #4 Pitches

We tried something new during the brainstorming process this round. All the members came up with individual pitch ideas instead of the previous group brainstorming process. This enabled us to bring more fully developed ideas to the table in the hopes of facilitating an easier communication process. Here are some of those ideas:

- The journey of the Arctic Tern in its migration from the Arctic to Antarctica, where the player takes flight in one of the longest and arduous flights ever taken by a bird in 'The Longest Flight'.
- 'Forever Creative', where a post-apocalyptic survivor finds hope and embraces life.
- 'Home', where a man revisits memories as he tries to see his family one
- The life of a sockeye salmon, who struggle to survive and die after spawning- making it a moment of death along with birth in 'Glorious Life'.
- The life of a ballet dancer is experienced as she ages.





Storyboard panel from Forever Creative

Pitches, cont.

- BirchBack was about a man who secludes himself in the forest and can no longer get out. He tries to escape but ultimately resigns himself to seclusion.
- 'A Dandelion's Journey', where you experience the life cycle of a dandelion through the eyes of a single floret.

The winner is... Forever Creative!

After feedback from Alex and Ken, the team has decided to move forward with 'Forever Creative'. We look forward to working on this assignment and are eager to see where what we can create.

That's all for this week. Have a great weekend, everybody. -SJ

