# PlayStation
BlackLight

Week Four!
...First a post mortem.

Week Four began with a post-mortem for our first assignment. What we thought worked was the communication and teamwork during the process, along with quick solutions. Assigning features to a scrum board worked, but needed to be done earlier. The level design, art, and sound were all great.

Areas that need improvement include:

- More focused meetings with a fixed duration.
- Testing mechanics earlier with a focus on iteration.
- Incorporate different branches for version control.
- Playtesting a playable demo each week.
- More design meetings and plan earlier.
- Total design a.s.a.p.
- Include prompts.

Ken and Alex expressed their appreciation for the scope, polished look, clean code, going beyond the basic requirements of the assignment, the scripting and interactivity of the environment, and also including a fraps capture with the deliverable. One critique was that the end of the level was not clear and it isn't obvious that the triangle button does anything. Both the clients and our advisor were pleased with the finished deliverable and the team was proud of its accomplishments.
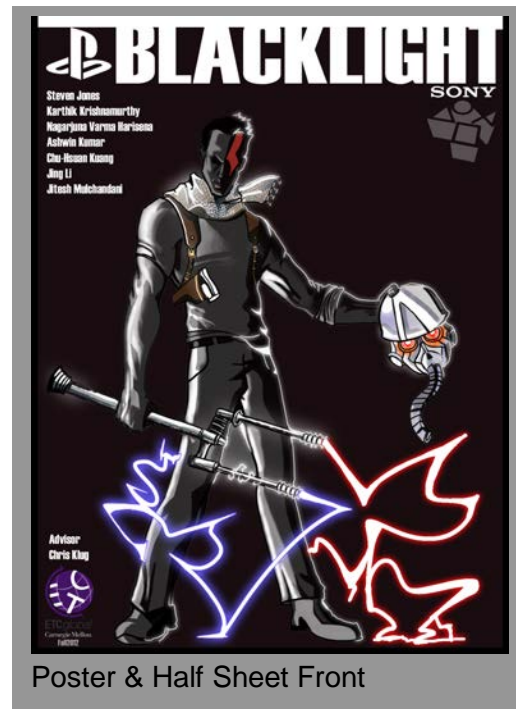
Poster & Half Sheet Front
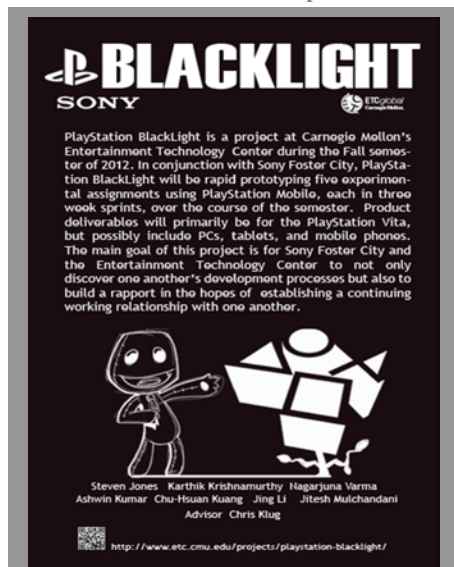
Half Sheet Back

Assignment #2:
Asynchronous Co-op

Our second assignment calls for a game that is cooperative but with a streak of competitiveness. We've been tasked with building an asynchronous (pass-and-play) game that is not a traditional turn based game but a shared experience.

We are currently researching the feasibility of creating a maze type game that utilizes the gyroscope and accelerometer.

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