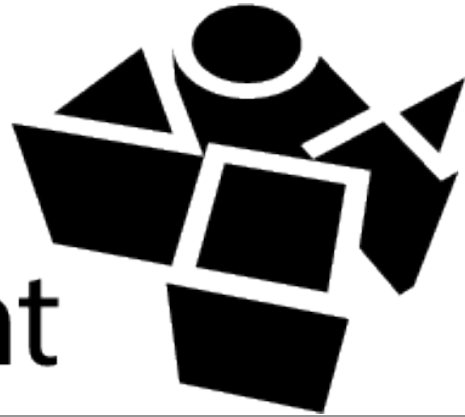


PlayStation BlackLight



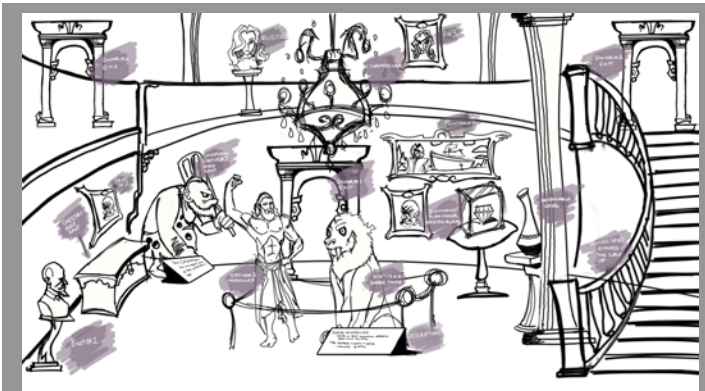
Week Five! -Quarters.

It's Week Five and that meant a visit from faculty and staff for our Quarter Presentation. For our presentation we talked about the project history, project overview, the schedule, the 1st assignment –including client feedback, current assignment, and then took questions and feedback.

The three main feedback points that we received were 1) playtest each assignment before turning it in, 2) for the pass and play assignment don't forget that waiting is boring –be aware that timing will make a big difference, and finally 3) document everything. Also, everyone loved the artwork from the first assignment.

With Tuesday came the realization that the Maze pitch was beyond our technical capacities given the time constraints. The plan is to come back to the idea should solutions to the technical issues become apparent.

During the client meeting with Alex and Ken we explained that we would be going forward with the Thief and Cop pitch. At the time the premise was that there was a thief and a cop. The thief steals something and leaves evidence. The cop then has to find the evidence and solve the crime.



Background Design Concept for Thief and Cop



Team BlackLight

Assignment #2: Asynchronous Co-op...Thief and Cop v2.

On Thursday the team met with Chris. He reviewed our progress at that point and had the following suggestions that have drastically changed our direction.

1. Players should play against each other instead of playing against the game system.
2. For example, the thief takes one small thing, and the cop needs to know what he took = memory based game.
3. Show the value of everything in the thief's screen.
4. Stealing is not very challenging.
5. Game needs to be skill based, instead of chance based.
6. Environment is great.

So, our assignment has taken an unexpected turn, but we think it's for the best. That's all for this week. Have a great weekend everyone. -SJ



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