

PlayStation BlackLight



Week Six!

It's Week Six and that means another deadline! Assignment #2 has seen many twists and turns. What started out as a 'hide & seek' game turned into a 'memory' game, and finally into a 'strategic collecting/protecting' game.

Here are some of the feedback we received from our first submitted build and the actions we took to remedy them:

- Cluttered scene. –To compensate we added a zoom in feature.
- Master-able with little replay value. –The game design was tweaked to include a value system for the steal-able items which adds a second way of winning.
- No results screen. –A final 'win' screen was added for each character.
- Capture element is unclear. –We scrapped that feature.

Some of the issues that we encountered as we neared the assignment deadline were a severely limiting memory cap and with ongoing reviews of the gameplay elements, ultimately not finalizing the game design early enough to then implement some features into the build.

Our primary focus at this point for the next assignment will be deciding upon a pitch earlier in the process and establishing a fully developed game design within an acceptable time frame.



Thief & Cop Character Designs



Thief & Cop Finished Background Design

Assignment #3: ...Free to Play?

We've been given a hint about the next possible assignment and can't wait to get started –after a relaxing weekend of course!

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



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