

PlayStation BlackLight



Week Seven!

Ah, Week Seven... time for another assignment, but first a post mortem for Assignment #2 – Thief & Cop. Here's what the team had to say:

- Too long deciding upon an idea.
- Ideas –complete the basic element.
- Pitching –complete the basic mechanic.
- Create weekly deadlines with internal milestones.
- Log design changes and lock them down afterwards.
- Complete design details earlier.
- Seek more design feedback.
- Complete basic mechanics and decide what is important, first.
- Scrum board was helpful –continue incorporating it earlier.
- Resume regular daily meetings.

We'll be taking all of this into consideration and implementing the necessary changes to our process as we move forward into our new assignment.

Assignment #3: ...Free to Play?

The assignment we're currently working on involves the 'free to play' aspect that is popular in many of today's social and casual games. We will be building 'a prototype that has a unique method for recovering potential development cost and perhaps even being profitable'.



...yet, profitable!



Free to Play?...

And Into Week Eight.

During week eight, we'll be fortunate to have a visit from our clients from Sony, Alex and Ken. We look forward to their feedback about the current direction of our assignment. The idea we're going with now is a casual game where you've won the lottery and are encouraged to spend money as quickly as possible. The more you spend the higher your 'renown' becomes, resulting in crazier and more expensive items that are available for purchase –just as you run out of money and need to purchase another lottery ticket.

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

