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PlayStation BlackLight

Ack! Week Eight!

Week Eight brought a visit from our client reps from Sony, Ken and Alex. They provided a lot of feedback concerning our current assignment -ultimately providing a key idea that has morphed the direction of the assignment into a more completely thought out design. They also spoke at great length about what they were doing on their end concerning the possible ideas for next semester and what we could expect. They even participated in our team photo shoot! We -heart- our clients!

Assignment #3: 'All You Can Buy'.

The design for 'All You Can Buy' is currently an amalgam of a shopping spree with a 'Whack-A-Mole' interface that you play with a friend (like Draw Something). Here's the background story:

Imagine one day your friend gives you a mysterious suitcase and runs away immediately. You open it and realize it's a bunch of illegal bills! You must get rid of it as soon as possible; otherwise, you'll get into trouble. So, you walk into a nearby store. Spend all the money quick (before your time runs out) or you'll get busted by the police. If you're busted, it's game over –literally!

If you're successful, you're rewarded with a portion of 'clean money' that works as the in-game currency. 'Clean money' can also be purchased with real money and used to acquire power-ups and avatar changes.



Background Artwork for 'All You Can Buy'.



Sneak Peek of Week Nine.

During week nine, we'll be presenting our 'Halves' presentation to the faculty. We've been prepping for that and will have rehearsals throughout the weekend. Presentations will have a live stream online. Specifics on this will be forthcoming.

We'll be traveling to Foster City, California on Wednesday to visit Alex and Ken at their Sony Foster City offices. We'll also hopefully visit their soon to be 'new' location. We will perhaps visit some studios that Sony has connections with, as well. The team is certainly excited about the trip!

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

