

PlayStation BlackLight



Week Nine!

During Week Nine we presented our Halves Presentation for the faculty at the ETC and we also traveled to Foster City to visit our clients' main office.

Halves Presentation Feedback

Excerpts from the Halves Presentation faculty feedback...

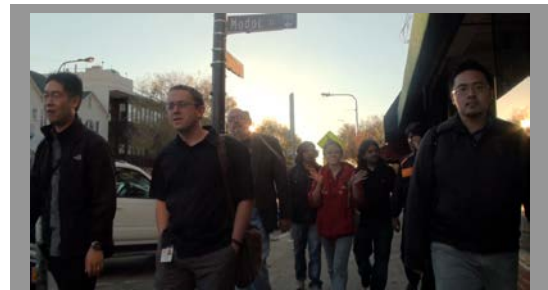
Drew Davidson: 'Covered client and goals well, could show more process, art looks great throughout, hard to tell about team's sense of direction, also a sense of better process as semester progresses, & incorporate more playtesting.'

Jesse Schell: 'Don't like the way the team is going through the concepts one by one, and telling the history of each. Seeing photos of early sketches would help –instead, we just see some text, and then a glimpse of a final demo.'

Chris Klug: Slides looked minimalistic –this was your biggest drawback during the presentation. Games looked interesting but very superficial.

John Dessler: 'The slides were clean. Everyone seemed professional, knowledgeable, and invested in the project. It seems like weaknesses in your process can be improved to mitigate recurring design problems.'

Mike Christel: 'Interested in seeing whether the final pass when you have time for iterations and playtesting perhaps will help address usability.'



On the streets in search of pizza!

Feedback Cont.

...So not all the feedback was super positive, but that's the nature of feedback. Obviously there are things that we as a project team can strive to improve and we will do so.

Foster City Field Trip!

We had a wonderful time visiting the Sony Foster City offices. It was a pleasure to meet everyone and very educational as to the internal processes at Sony. Ken and Alex couldn't have been more wonderful and accommodating as hosts. Meeting Greg and the gang at HumaNature Studios was also a privilege and extremely informative as to how Sony interacts with studios. And personally, I'm looking forward to more Zachary's Chicago-style pizza!

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



Visiting Sony!

