SKYLIGHT

OPENING REMARKS

Hello again everyone! This week we launched into the next phase of development, prototyping! After extensive discussion both within the team and with faculty consultations, we decided on what we feel will be the most engaging game mechanic to fulfill our project goals. We defined our goals for our prototype functionality and aesthetics; then we proceeded to begin creating art and sound assets to implement and test in our prototype.

Going forward and approaching our halfway milestone, we will be working to make a functional prototype that fully communicates the game idea, schedule and execute a playtest to verify our direction, and preparing our half presentation to give to faculty, students, and our client. If you are interested in checking out some of our other game design ideas, be sure to visit our website at http://www.etc.cmu.edu/projects/skylight!

WEEKLY BREAKDOWN

As we've now determined our project vision, we began taking the steps necessary to realize it. Our programmers began scripting the code necessary for our game to function and our artists have begun making character and background assets for the game's virtual environment. Our sound designer has begun making music for the game as well as working with our programmers to implement a system that allows teachers to input their own musical note sequences into the game.

On the production side, we've begun mapping out our weekly plans for the semester and defining our milestone deliverables. We met with our client and obtained a green light on our design idea and we will continue working with the Elizabeth Forward School music instructors in the coming weeks so that we can be sure our game supplements their curricula. We're excited about our direction and we hope that students will enjoy it, as well as learn from it!

WEEKLY CHALLENGES

Our biggest challenge this week was determining which game design mechanics we would go forward with. We had several ideas; but for various reasons we felt that none of them seemed quite good enough to achieve our metrics of success. We spent a lot of time at the beginning of the week iterating and refining ideas, and discarding game mechanics that we felt were insufficiently fun or comprehensible for our target audience.

To solve this challenge, we met with faculty and pitched our ideas to them. They responded with feedback that inspired us to tackle our game design from a different perspective. We took some components of previous ideas and added new elements to improve them both from an educational, as well as a gameplay perspective. Ultimately it came down to two ideas that we felt were the strongest. We decided on one and we're now committed to seeing it built succesfully. We are calling our idea Project Radius; and you can visit our website for concept art!

Weekly Timeline	1	2	3	4	1/4	6	7	8	1/2	10	11	12	13	Soft	15	Final
Brainstorming																
Design																
Development																
Playtesting																