



WEEK 2

OPENING

Hello again everyone! This week team Transcendence has been hard at work with concept development. We narrowed down all of our ideas generated in our brainstorming sessions to the 2 strongest and fleshed them out more fully in order to share them with our client. We spoke to them to clarify any aspects of each idea as necessary and record their feedback/requests for moving forward.

PROJECT PREVIEW

Objective: Lion is the King of the Jungle and the player is his wife, Lioness, his advisor. They must find out why the moon no longer rises at night.

Every night Wolf howls at the moon because he is lonely and thinks no one likes him. He sneaks off on his own and begins to howl; and that makes the moon rise. Having heard this so many times, one night Panther asks him why he howls every night out of sheer curiosity. Wolf thinks that she is annoyed and angry about his howling so he runs away (without saying anything) and vows to himself not to howl anymore.

The next night, Owl, who always hunts under the moonlight and keeps the mice under control, has no light to see so he cannot hunt. As a result, the next morning he wakes up hungrily and storms across the Savannah sky to find and report to Lioness. Along the way he notices all the mice outside of their holes. Starving, he zooms towards them.

The un-hunted mice come out in droves the next day and celebrate. Elephant, who is terrified of mice, stampedes trumpeting through the brush and winds up running into Rhino at the watering hole. Thinking that Elephant was bullying her, Rhino headbutts Elephant and stomps off. Elephant is sad and cries. Meanwhile, Monkey sees Owl and calls out hello to him. Owl is in such a hungry rush that he does not notice Monkey's greeting. Monkey feels insulted at being ignored and begins to do her rain dance in order to soak his feathers. A heavy storm begins.

Fish notices that her river gets higher. Being friends with Monkey, she knows of Monkey's Rain Dance that has often saved the savannah in times of drought. Fish informs Lioness that Monkey is doing her rain dance; and the game begins...

BRIEFING

Challenges we faced this week included: user-centered story and interface design that allows for simple, likeable characters, easily understandable speech interactions between them, and clear delineations between the components of the Cognitive Triangle (thoughts, feelings, and behaviors), as well as how they all influence and affect each other.

We also discussed what platform we feel would be most accessible to our target demographic. We have decided to go with the mobile Android and iOS platforms. We believe that such platforms are the most prevalent and accessible among our target age audience (8-12) and their parents.

Next week we are going to develop an interactive prototype of a chapter in the story consisting of an opening dialogue that explains the situation, a mini-game, and the main story gameplay that both demonstrates and educates about the Cognitive Triangle.

CLOSING

Some things to consider moving forward with the project are making our game appealing to both genders, as well as visually and explicitly representing the cognitive triangle with examples of its components within the context and framing of the story.

We feel we have prepared a strong story and aesthetic style that will appeal to children; and gameplay that will allow them to understand the difference between their thoughts, feelings, and resulting behaviors, as well as how they can make them more positive. In essence, we will work toward helping the doctors allow the children to transcend their pasts and move forward into bright futures. Once again, we are team Transcendence.

