



WEEK 3

OPENING

Greetings! This week team Transcendence has been working to prototype a chapter in our game. In the scene, Monkey learns about jumping to conclusions and better thoughts she can have that don't trigger negative feelings and subsequent behaviors. We have designed playable builds and have been incorporating the user interface and conversation dialogue. Lastly, we had our weekly conversation with the client in order to clarify implementation of their project objectives into the game.

BREAKDOWN

This week we focused on completing our prototype chapter. We created concept and game art for the characters involved in the game chapter we are prototyping: Lion, Lioness, and Monkey.

We created the Monkey chase mini-game mechanics, the dialogue-text display system, as well as the cognitive triangle identification system that allows players to drag and drop the thought, feeling, and behavior described in a dialogue to their designated points on the triangle. This will test their understanding and ability to distinguish between thoughts, feelings and behaviors, and is a paramount component of each chapter's interaction.

We began incorporating sound effects and background music for the mini-game, script dialog for the conversation that will teach players how negative thinking can cause negative behavior, and the choice system that allows players to pick among alternate thinking suggestions to understand the positive one.

Lastly, our artists have been crafting a team logo and poster for us (to be completed next week in time for quarter walk-around presentation). The logo interprets the cognitive triangle as a shape made by children holding hands. The

poster depicts a little girl standing above the trees with her arms outstretched in representation of the transformation we hope to achieve with our project, transcendence.

BRIEFING

Challenges we faced this week included: figuring out the physics involved in the dynamic parabolic trajectory of Lioness within the mini-game (in other words, making her jump smoothly and "realistically" between platforms), and designing a text system that allows for the drag-and-drop manipulation feature.

We solved the first challenge by testing multiple physics configurations and adjusting them until we reached a kinetic system that we determined was adequate. For the second challenge we implemented two text systems: one system displays the dialogue-text and allows the player to advance it at will, the other uses images of the text that can be easily translated within the game's virtual environment (appearing two-dimensionally to the end-user).

CLOSING

Based on client feedback, this next week will be dedicated to scripting the dialogue for multiple chapters so that the client can assess them with regard to their projects goals and expectations, as well as completing the prototype for both their review and faculty viewing at quarter presentations. Once again, we are Team Transcendence!

