



# TRANSCENDENCE

Week 4

## OPENING

Greetings! This week team Transcendence continued our progress on the current story chapter and crafted our marketing/branding materials. Please notice the debut of our new team logo in the left corner above! It was created to depict the children we're targeting, literally embodying the Cognitive Triangle that we are trying to teach them. The multiple colors represent the multiple identities and experiences of the children that we hope to help. Also, our website is now live at [etc.cmu.edu/projects/transcendence](http://etc.cmu.edu/projects/transcendence).

We met with the client in order to capture their feedback on the new story and dialog, and were met with a very positive response. They liked the issues that we brought up for the player to solve, the simplicity of their articulation so that the player could understand them, and the repeated use of an onscreen cognitive triangle to identify the thoughts, feelings, and behaviors of each animal character in our world. They feel that it meets project goals and expectations, and they offered important assessment feedback with regard to using language that's appropriate to the reading level of our target audience.

## BREAKDOWN

This week we focused on art assets, story revision, and implementing the game manager that brings all of the separate scenes together. We created new background art layers for our chase mini-game to be displayed utilizing parallax in order to convey the sense of motion and speed as Lioness chases after Monkey. We also created Monkey's concept art and implemented that into the gameplay so that we can move into playtesting soon.

On the development side, we set up the game manager that will allow the separate Unity scenes to transition between each other. This essentially means that we stitched together the three components of the chapter: the chase mini-game, the dialog, and the cognitive triangle identification game. We implemented our original background music pieces for both the chase and conversation dialog scenes.

Lastly, we worked on revising the story to better meet client expectations and project goals. We changed the ending (and all story points that determined/depended on it) at the client's suggestion that the original one might imply that children can have power over events that they actually cannot control in real life. We also drafted up dialog scripts for specific conversation scenes in other chapters of our story.

## BRIEFING

The challenge we faced this week was revising the story to reflect client concerns while maintaining the same level of appeal we sought with the original fantastical elements in the story. We solved the issue by adjusting the inciting incident triggered by our Wolf character to align it more linearly with the chain of events that followed, and altering the story conclusion to reflect a more realistic approach to his character's agency within the story world (specifically we eliminated the ability of his howling to make the moon rise). We also eliminated the aspect of the story in which Monkey was causing rain to fall from the sky, again for the same concerns that our client expressed.

## CLOSING

This next week will be dedicated to finishing the current chapter in progress and setting up times and subjects for playtesting. We will decide what issues need to be addressed by the playtesting and craft our user question accordingly! Once again we are Team Transcendence. Until next week!

