



TRANSCENDENCE

Week 5

OPENING

Greetings! This week team Transcendence presented our progress to faculty during our first quarter walk-arounds: an open house for all faculty to take a look at what each project team is doing and where they are in the process. We also drafted a complete game script and discussed it with our client. Lastly, we decided on a time in which to conduct our first playtest with a small group of children. As such, over the course of this week we focused on building the parts of our game that are the highest priority for effective play-testing.

BREAKDOWN

At the beginning of this week, our presentation and subsequent feedback from the faculty told us where we needed to shift our execution strategies for the game, specifically a unified art style, integrated mini-games in between dialogue/conversation components of the game, and launch of the final product at the conclusion of the semester.

On the development side, we designed the remaining two interactive “mini-games” that will take place during the story. The two games involve tickling the character Panther, and playing hide-n-seek with the character Wolf. We’ve built most of the code necessary to run these interactions. We’ve also created original background music for them.

Based on discussions with the client and subsequent meetings within the team, we decided to shift our focus on completing the parts of the game that are directly related to our project goals. Thus we focused on the dialogue for the conversations between the player and other animals. We wrote an entire script and subsequently discussed it with our client.

In focusing on the conversation scenes, our artists focused on creating concept art for all of the animal characters in the game, particularly their head components because they are

displayed during the dialogue portions of the game. They also worked on setting images for the backgrounds of the various scenes and chapters in the game.

BRIEFING

Challenges we faced this week included: incorporating faculty feedback about re-thinking our mini-game design to better integrate with the story and experience that we are creating, and concerning a unified art and user interface style. We addressed this issue by re-framing our design process from trying to create actual miniature games into creating interactive story pieces. The result was a game where players must tickle Panther to awaken her and find Wolf in order to talk to him.

Our last challenge was addressing client concerns about how gender designation of the characters, particularly the player’s own character and marital companion character, could exclude children of LGBTQ backgrounds from the experience. We solved this challenge by removing the animal hierarchy and marital relationship between Lion and Lioness within the story. There is no longer a patriarchal component by having a king and queen; and there is no longer a component of a traditional male/female marriage so that we may better reflect modern society and appeal to the children who are products of it.

CLOSING

This next week will be dedicated to preparing for and executing an informative playtest next week concerning the dialogue, cognitive triangle interaction, and unified art style. Once again we are Team Transcendence. Until next week!

