



TRANSCENDENCE

Week 6

OPENING

Greetings! This week team Transcendence readied project Savannah for its first playtest. We came up with a comprehensive and meticulous playtesting protocol in order to address our questions concerning how informative our games is, whether it is enjoyable, its ease of navigation, vocabulary comprehension, and some of the aesthetic choices. We conducted the playtest on the date of publication for this week's newsletter (Friday, February 21, 2014).

BREAKDOWN

At the beginning of this week, we met with our advisors to work out the logistics in our plan for playtesting this week. The team then met to prioritize task completion in order of how crucial the task is to a successful and informative playtest, as well as determine the methods we would utilize in our playtest.

We decided to go with a combination of the following: assessment tests to see how much our playtesters implicitly know about the cognitive triangle and if that seems to increase after completion of our game prototype, interviews to determine if the game is enjoyable to play, observation of entire play-throughs for each individual while taking applicable notes, and video recording of the hands and screens of the players to see what parts of the game they may struggle with.

On the development side, our programmers prioritized the tasks of fixing the bugs that we noted during our own internal playtest of the game that we conducted at the beginning of the week, most notably menu navigation, dialogue implementation, interaction point execution, and overall functionality/flow.

Our artists focused on finalizing concept art for every animal character in the game so that it could be implemented in the

dialogue and navigation menu system, creating background setting images for various game chapter settings, and storyboarding our prologue. We used the storyboard images to create a basic opening cut-scene video that we used during our playtest (a finished version will be included in the final game product).

BRIEFING

Challenges we faced this week included: catching/solving all noted bugs in the game's runtime execution, deciding on and prioritizing what questions we needed and could feasibly answer in this first playtest, and designing an effective/efficient playtest procedure.

To solve the challenge of game-specific issues, our programmers ran multiple iterations of various coding solutions and test builds in order to determine exactly what problems were present and design a most optimal solution. With regard to designing our playtest, our creative director and producer discussed and iterated on what we hoped to achieve in this playtest, generating questions that specifically target our age group in order to elicit useful answers, and consulting our resident faculty that specializes in playtesting: Jessica Hammer.

CLOSING

This next week will be dedicated to analyzing our playtest results, incorporating the lessons from them into our design process, and making any necessary adjustments to our project plan in order to achieve our client's goals for the project. Once again we are team Transcendence. Until next week!

