



# TRANSCENDENCE

Week 11

## OPENING

Hello everyone! We have come a long way and are now in the alpha phase of development. This week focused on polishing our game in order to present it at a medical conference attended by our clients, as well as to conduct a playtest on Saturday. We integrated character animation, sound effects, background music, UI tweaks, and dialogue updates. We also created our first project video which is now available on our website!

## BREAKDOWN

Our artists worked to make alpha versions of our remaining art assets including: Lion's in-game walking/jumping animation, an alternate background setting, a map of the Savannah that is used for chapter selection, and UI buttons/symbols for player navigation through the game and application.

Our writer drafted a finalized full-game script and submitted it to our client for approval. After receiving feedback and incorporating it, we updated the game's conversational dialogue to reflect this most recent script.

Our sound designer composed and incorporated new background music for each game chapter, as well as sound effects to give the player greater feedback as they interact with the game. We plan to have original background music for each animal chapter.

Our programmers focused on incorporating all of our new assets and designing new game levels for playtesting. We have implemented half of the game levels so far. We will be crafting the rest over the next 2 weeks.

As mentioned in the opening, we sent two of our team members to attend a medical summit held this past Wednesday and Thursday, the 2<sup>nd</sup> and 3<sup>rd</sup> of April. Our advisors gave a short presentation about the Entertainment Technology Center, past projects related to the medical field,

and showed an expository video about our project. The presentation was well-received and was even able to sway skeptical minds with regard to the use of games as a therapeutic/educational medium.

## BRIEFING

Our challenge this week was completing our prototype milestone in time to be used both in our presentation at the medical summit, as well as in the playtest on Saturday. To overcome this challenge, we had our programmers prioritize fixing game navigation, implement completed assets, and delegate dialogue updates to our writer (who also created the presentation video).

We had the artists focus on animating our main character Lion, selecting a new font style to better serve readability and tone communication (i.e. going from completely capitalized text to mixed case text), and creating a world map that is used for chapter selection.

## CLOSING

This next week will be dedicated to making an alpha version of the entire game for our next playtest. This means completing the game mechanics to be used in all stages, implementing remaining chapters, implementing tutorials, and creating and finalizing art assets. We will also create new, engaging platform challenges to increase player-interest retention throughout the game.

We are now accelerating towards the end of the semester and the best final product we can make. It's been quite a journey thus far and we've still got a ways to go. But our mission remains the same: to make an educational mobile game to improve the daily lives of traumatized children. Once again we are Team Transcendence; until next week!

