



TRANSCENDENCE

Week 12

OPENING

Hello everyone! This past week we analyzed our playtest that we conducted last Saturday, incorporated the pertinent feedback, and focused on getting a complete alpha version of the game ready for another playtest today (Friday, April 11, 2014). As such, we created and inserted all of the remaining levels of the game so that our playtesters could experience the product in its entirety and offer any feedback on our new platform gameplay mechanics.

BREAKDOWN

Our artists focused on animation for the interactive platforms that players can ride on and traverse. These include friendly birds to catch rides on and giraffes who will give the player a lift to unreachable areas. The artists also focused on completing the UI elements and layout to make our application easy to navigate.

Our programmers focused on implementing the remaining game levels, correcting bugs that both we and our playtesters discovered, and implementing new/updated assets. Having designed new gameplay mechanics such as bouncing off of a hippo's belly, we came up with level designs to suit that enhanced method of movement. Finally, we implemented gameplay tutorials to explain movement, cognitive triangle sorting, and interactive platform activation to players.

Our playtesting produced positive results overall. The 10 children we tested with still enjoyed navigating through the levels and are able to figure out how to classify the three components of the cognitive triangle in our game system. They also understood the concept of collecting major experiences that tell the story.

Our playtesters indicated several changes we still need to make. We need to finish adjusting our text UI colors for readability, adjust tutorials to make sure they're as clear as possible, and create an art asset that better communicates

the idea of "Thought Stones" containing the alternate thoughts to be suggested to the NPC animals.

BRIEFING

Challenges this week included: implementing new platform gameplay mechanics, parsing through all text for grammatical, contextual, continuity, and text-wrapping errors, and fixing reported bugs.

To solve the challenge of new mechanics, we had one of our game designers focus specifically on creating the code necessary to execute the new challenges, while our artist focused on generating animated assets to use in them. Together they created testable assets for our playtest.

Our remaining programmers worked to fix all of the bugs that we had logged from both our playtesters and our own internal testing (including those pointed out by our adviser).

Our writer was responsible for parsing all text and editing the display layout (i.e. the text-wrapping) in-game. We parsed procedurally through each animal chapter, testing corrections along the way, and then exporting iterative builds to verify validity on our target mobile platforms.

CLOSING

This next week will be dedicated to making a beta version of our game. This means correcting any logged errors and glitches and, most importantly, implementing an expansive feedback system so that players will know when they have completed actions successfully and correctly (as well as why their answer choices are incorrect). There's only a short time before soft opening when we will push our first public APK. Please look forward to it. Once again we are Team Transcendence; until next week!

