



TRANSCENDENCE

Week 13

OPENING

Hello everyone! Over this past week we focused on preparing a shippable version of our game for our soft opening this coming Monday, April 21, 2014. To do so we created finalized animations for our playable character, prologue and epilogue videos for the game, iterative quality assurance sweeps and play-throughs, and promotional videos that are now available online at our website (etc.cmu.edu/projects/transcendence).

BREAKDOWN

One of our artists focused on finalizing the animation of Lion's movements in gameplay. This feature is crucial in that it greatly aids in providing the sense of immersion which players both expect and enjoy. Our other artist worked with our creative director to make the background settings necessary for the game's opening and closing animation videos. The prologue serves as an exposition to the game story that garners player's interest in continuing, as well as explains who they are and what their goal is. The epilogue serves as the conclusion that allows players to see the happy results of their own work.

Our programmers focused on fixing all remaining bugs, both those that had already been captured and new ones that were discovered over the week. Our producer ran continuous sweeps through the entire game in order to catch interface issues, typos, text-wrapping issues, and logic/continuity errors. We then delegated patch tasks to each programmer.

Our creative director set up and executed a video shoot in which we interviewed members of the team, and had them talk about our project in terms of goals, target audience, platform, method, and metrics for success. This video, as well as the 30-second teaser trailer, are project deliverables for our soft opening and final presentation.

Lastly, we began preparing all of our game assets for final delivery upon conclusion of our development cycle, i.e. this

semester. We have been clearing out obsolete and unused assets from our Unity project, parsing code to make it more efficient and eliminate its potential for generating warnings and errors, and cataloging/indexing all necessary assets to be utilized by future teams that may work on the game post-launch.

BRIEFING

Challenges this week included: quality assurance testing and debugging, finalizing and finishing all art assets for implementation into our game, and polishing our game's execution in order to best demonstrate how it successfully fulfills our project goals at our soft opening.

To solve the challenge of quality assurance testing, we tasked our producer with running continuous and comprehensive game run-throughs on each new build that we pushed. We captured all of his errors in real-time and distributed each one to a different programmer (or our writer as necessary) for patching/correction.

Finishing our art assets required and polishing the game required us to run a variation on the waterfall development method. By culling our backlog continuously and operating a first-in/first-out patch queue for debugging, we were able to successfully achieve our goals for a shippable product in time for soft opening.

CLOSING

This next week will be dedicated to conducting a successful soft opening, launching an APK which interested parties can download from our website to try, analyzing and incorporating soft feedback, and planning out the final weeks ahead until final presentations. Once again we are Team Transcendence; until next week!

