TRANSCENDENCE

Week 14

OPENING

Hello everyone! This week we entered full swing on final polish for Project Savannah. And in mentioning our semester-long working title, we are proud to finally announce our official game title, TF-CBT: Triangle of Life! Over these last seven days we've been working to eliminate all remaining bugs, implement strong feedback mechanisms to ensure player comprehension and education, and finalize our main character animations.

BREAKDOWN

This Monday marked our soft opening milestone in which faculty were able to demo our game and provide us specific feedback on elements to improve. Overall results were very positive: faculty found our visuals highly appealing, enjoyed gameplay, and believed our approach to education within the gameplay to be valid. Several expressed desires to continue playing even when their allotted time slot expired.

Areas of improvement included: feedback during interactions with the in-game cognitive triangle, adding an initial tutorial on triangle interaction during the opening dialogue with the character Fish (to break up a reading section they felt was too long), and making sure that our story's ending has a grand sense of finality to it so players feel that they've made a difference in the game world.

Our programmers focused on debugging and incorporating feedback in conjunction with our creative director/writer. We distributed tasks by breaking them up into environment and gameplay mechanic implementation (including 2D sprite animation), story and dialogue execution, and cognitive triangle mechanics.

Our artists focused on character sprites and animation, as well as user interface and user experience. As a response specifically to faculty feedback regarding Lion's lack of a full jump animation, our animation artist created new sprite images to give more life to the character during jump motions, an important movement on account of the fact that players use it extensively as they navigate the game world.

BRIEFING

Our main challenge this week was incorporating captured faculty critique concerning feedback during interactions with the cognitive triangle when placing new positive thoughts to make animal characters feel better.

The points at which players interact with the in-game cognitive triangle and place new positive thoughts that replace previous negative ones are the most crucial moments in terms of accomplishing our educational goals for the game. These are the times in which we are trying to teach the player how reevaluating their experiences can reduce or eliminate negative emotions and behaviors associated with them. Therefore, it is imperative that we communicate clearly how this works.

To solve this challenge, we had a full-team brainstorming session in which we crafted an entirely new animation in which players will be able to witness a new positive thought replace a previous negative one, and generate new positive feelings and behaviors as results. We plan to have one more playtest specifically to assess this new feature for its validity.

CLOSING

This next week will be dedicated to preparing for our final presentation and product launch. We will continue debugging, running quality assurance testing on gameplay, running full text parsing for errors and clarity, and implementing our final animations. Once again we are Team Transcendence; until next week!