



TRANSCENDENCE

Week 15

OPENING

Hello everyone! This was our last week before our final presentation next Friday, May 9th. We focused on polishing the game and porting it to Apple's iOS mobile platform. We also met with our clients to celebrate the approaching completion of development, as well as product turnover for client testing and use going forward. It's been quite a journey and we thank our readers for coming along for the ride. Enjoy this penultimate issue.

BREAKDOWN

We dedicated this week to debugging, optimizing, organizing and consolidating project files for client delivery, creating an iOS build of the game, and scheduling one final playtest for the game's viability. Once again, we had our producer run continuous playthroughs in order to report errors to appropriate members of the team. In addition, he worked with our creative director to define our final playtest purpose, parameters, and procedure.

Our final playtest will be an assessment of the game's enjoyableness, effectiveness at communicating its educational concepts, and average required completion time. We will write a questionnaire/survey that compares players' understanding of thoughts, feelings, and behaviors before and after the game. We will conduct them as pre-and-post-tests immediately preceding and following the gameplay experience.

BRIEFING

As stated previously, we focused on porting our game to the iOS platform. This was our main challenge this week. As we began porting to iOS in the previous week, we discovered that image compression for the platform functioned in a manner different from Android. It has very specific image size

and resolution requirements which mandated that we edit, re-export, and re-implement all of our in-game sprite assets, then adjust their the factors affected by the change.

To solve this challenge, our character artist worked together with our gameplay programmer to create new versions of in-game assets that fulfilled iOS requirements (specifically that images be square and have sides with lengths that are powers of 2). Our programmer implemented these assets and adjusted game physics and sprite animation to suit them. Our interaction and UI programmers also implemented the changes into their respective game areas.

CLOSING

This next week will be dedicated to conducting a successful playtest, preparing our final presentation, and finalizing our Android and iOS game builds. We will continue debugging, running quality assurance testing on gameplay, and running full text parsing for errors and clarity.

Our clients expect great results from our game and will be testing it with 50 of their child patients this summer. All of us have high hopes of successfully achieving our original project goals of teaching the cognitive triangle of thoughts, feelings, and behaviors in a fun, original way that is easy for children to understand. We also hope that parents will experience the game with their children and spark conversation from it (perhaps even realizing that their own understanding of thoughts, feelings, and behaviors has become clearer).

Next week will be our last, and our weekly newsletters will come to an end. Thus, we will present the ultimate newsletter that discusses our post-mortems: lessons we've learned and our plans for the future. Please look forward to it and wish us well as we complete our project. Once again we are Team Transcendence; until next week!

