

Revised Game Concept

This week, we received feedback from our client about our 3 pitch ideas. They were inspired by our ideas and proposed more detailed requests: the game should feature cars and should be competitive rather than cooperative.

With this feedback, we created a new competitive car game, BattleCars. In this game, each player controls a miniature car he can use to shoot others while driving around an arena. After presenting the concept to SmileGate, we received feedback that the game should not only feature cars, but should be a racing game with simple controls.

We got together again to create two new game concepts that have feature these characteristics, and are close to getting approval on one of them: Parallel Wind. In this competitive car racing game, each player controls a car on a racetrack. Players avoid obstacles and follow turns on the racetrack through simple swipe motions on their mobile devices. Players can also bump other cars to slow them down or—if they so choose—team up with other cars to get a temporary speed boost.

Resolved Bluetooth and WiFi Connectivity

SmileGate has requested a game played via iOS devices that are connected via Bluetooth or WiFi. The newly released iOS 6 update interferes with traditional Bluetooth/UDP connections. After significant research and testing, we have found a way to overcome this obstacle and provide both Bluetooth and WiFi connectivity for these devices.

Next Week

- Get final approval on game design concept
- Create a more detailed game design document
- Playtest our game.

