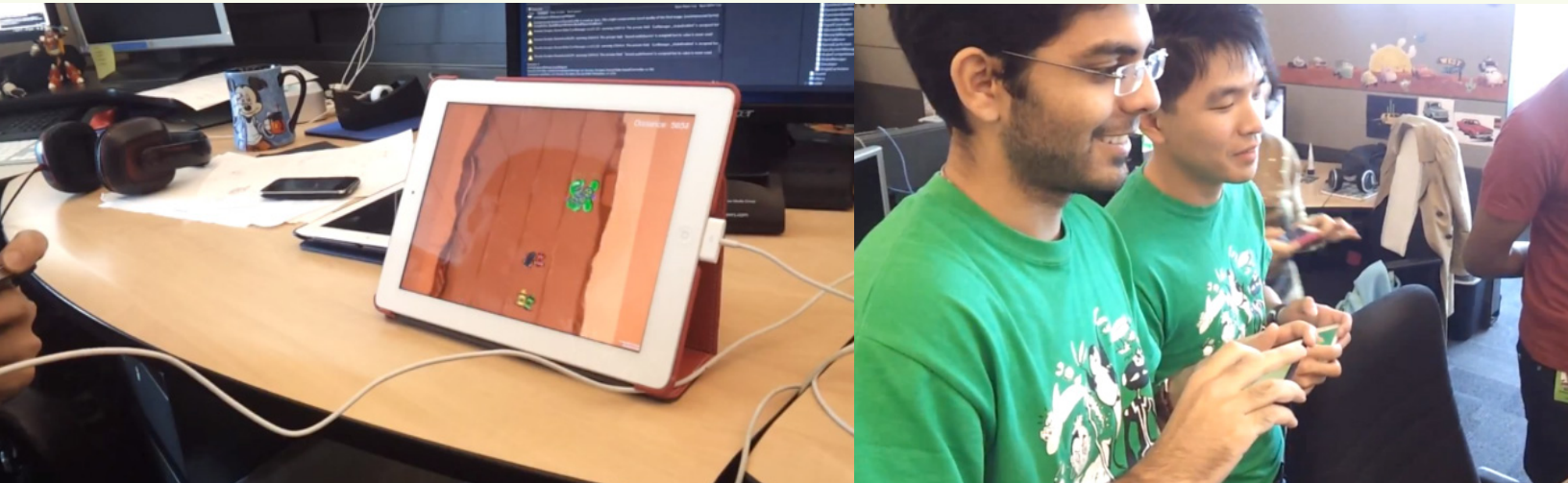


Developed First Prototype

We worked hard this week to finish development of our first prototype. This prototype includes all the basic mechanics including avoiding obstacles, pairing, and shakedown. It also includes the basic art layout such as the road, cars, as well as randomized obstacles and stock music with audio effects.

Playtested Prototype



We held our first playtest to get feedback from other ETC students. The response to the game was positive. Playtesters said it was “exciting,” “fun,” and that they felt connected to other players in the game. They liked the pairing mechanic, and wanted more visual and auditory feedback from the game during shakedowns and pairups. On a scale of 1-10 (10 being the most fun game they’ve ever played), they rated our game a 6.

Next Week

We will be working on adding additional systems to the games, in addition to new art and sound assets.

If you just can’t wait to see this game in action—stop salivating. Watch the video of our first playtest at: <http://bit.ly/PsBOPQ>

We would love your feedback.

