

Happy Thanksgiving everyone!

We have a whole prototype running very well on the iPad and iPod/iPhones. On Monday and Tuesday, the team did a quick internal play testing to find any small problems in the game. We came up with over 20 things to fix, and we fixed them. For example, we simplified the user interface used for connecting devices together so that it would be easy for people to follow. We tweaked the volume of the sound effects so that no individual player's sounds will overpower the others. We tweaked the design of the levels so as to present a balance between designs that seem constructed and those that seem more random in order to maximize both surprise and the feeling of polish.

Next Week

This upcoming week, we will stress test our game and try to find as many bugs as possible. Then, have the pleasure of presenting the game during three consecutive days to employees from EA as well as game enthusiasts from around Silicon Valley. We will take careful notes of their feedback and make implementations on a daily basis.

