

Finished Prototype V4



Prototype Version 4 was a version that included much of what we've wanted. It had a feature that allowed players who had accidentally disconnected to reconnect. Furthermore, it featured all the design features, and displayed great game balancing. It was wonderful to see everything working in a single complete build.

Presented at Softs

On Wednesday, we set up a booth and playtested our games to Electronic Arts employees. We were successful in getting a huge crowd to gather around our game, and got over 50 people to play it. The game functioned well, was fun to play, and fun to watch, so it grabbed much attention in the space while we played it. After playing the game, we gave individuals surveys where they could rate our game on a series of different criteria and give additional feedback. We are excited users rate the game 4.0/5.0 on average.

Next week we will finish polishing the game, creating post-mortems and other documentation, and preparing for the final presentation.

