

# NEWSLETTER #10

04.04.2014

IN THIS TENTH WEEK, TEAM FUSEBOX PRESENTED THE PROGRESS OF THE PROJECT TO A GUEST THAT WAS INVITED BY THE FACULTY. IN ADDITION, WE CONTINUED TO IMPROVE THE PROTOTYPE.

## LECTURE

Team FuseBox was asked by the faculty to present the power point slides from the Halves Presentation to the guest Chris Csikszentmihalyi, in order to receive valuable feedback.

After the presentation, the guest gave us suggestions about how to improve future presentations and what directions we should explore in the project.



CHRIS CSIKSZENTMIHALYI

## MODELLING ASSETS

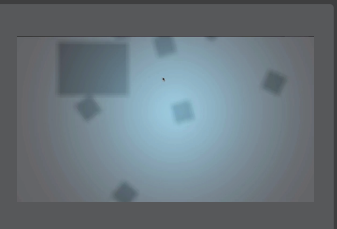
Team FuseBox continued to model 3D assets. Some assets needed to be remodeled, since there were some interaction issues. In addition, we started to paint some assets to see how the overall game would look like in a virtual world. We came to the conclusion that it would be interesting to have a game with a similar design language as a comic book.



ASSETS

## INTERACTION ISSUES

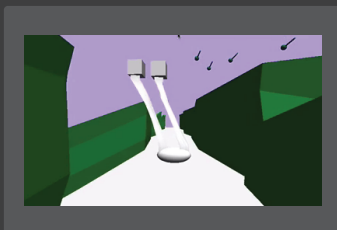
Team FuseBox started to import the assets into Unity, in order to start building a framework for development of the prototypes. Once again, there were some interaction issues; we needed to know how many fingers a player could use while interacting with the game. For now, we decided to use multiple fingers, but remain open to the possibility that this game mechanic may change after some playtests.



PROTOTYPING

## PROTOTYPING

Team FuseBox continued to prototype the mini games. We discussed how to design each level, so that the naive guest could interact with it more easily.



INTERACTION

## NEXT WEEK

Next week we are composing music for the game. We will also improve the paintings for the game's assets. Furthermore, we will start painting and animate the videos that are shown throughout the game.

RATCHPAK "DOME" PONGMONGKOL | LUÍS FERREIRA | PAULO BALÁ | RUI TRINDADE

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