We are now putting together a second prototype with the express purpose of testing core mechanics and interactions. Goal is to establish whether or not or core game loops are going to work. However, we are not testing puzzles yet, only basic interactions through wheel / sound / world.

On design part we are going to settle on the puzzles which we will have implemented into the game and tested. In line with that we need to finalize level progression and layout in order to structure the puzzles and overall narrative.

Personally, I expect that going forward we will distribute the creation tasks (level layout, soundscape) to individual people on both tech and design in order to create a full game we can test, and as such the meeting on Wednesday and Friday (when talking to Tech) will be a semi-feature freeze.

As a concept, our game emphasizes interaction by making sounds which are musical in nature. However, the game is all about playing around with the world through these sounds, completing puzzles and navigating the dungeons. The core vision is to create a scenario where it feels like you are acting as this lille triangle spirit character working good will into the world through sound. The puzzles must be consistent and in line with input, but nevertheless they can also be innovative with regards to our wheel interaction.