

DEV BLOG - WEEK OF JUNE 23RD

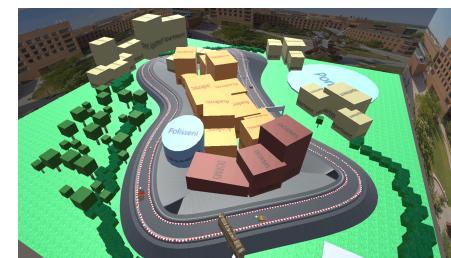
Production Team

Web Team

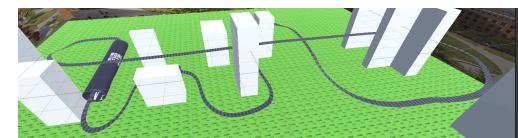
Content Team

Level Design Team

- Updated our tracks to a drivable state. The biggest additions are guardrails and lines along the track to note where the normal track ends and rough terrain begins.
 - Outer Loop



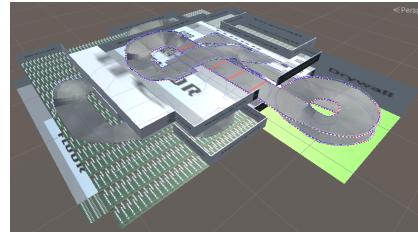
- Quarter Mile



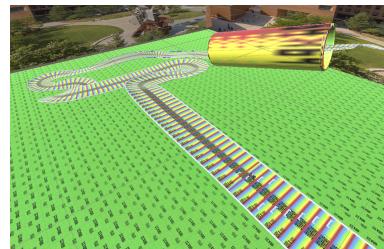
- Dorm Room



- Golisano College



- - Finals Brick Road



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- Hosted a small and optional internal playtest focused on the scale and layout of the tracks. We received a lot of actionable feedback about where our tracks are excelling and where they struggle.
 - Big thank you to Jonathan and Giovanni for helping us to make a build on short notice!
- Ported our documentation from a Google Doc into the GitHub Wiki.

QA Team

R&D Team

GSP Team

Support Team

- As usual, met with each team to ensure we all knew what we needed to work on and what tasks were most important to be successful this week
 - Ensured each team worked to refine the game and project procedures
- Zach (Team Lead) made some minor adjustments to the GitHub Wiki, reformatting and reorganizing some sections to look neater and easier to view. Additionally, he met with Nick, our Creative Director, for a Team Lead Mid Project Check-In to discuss how he (Zach) has been handling the project and leading the Support Team

- Bobby (Game Developer) has been working on various things
 - Did research on Wwise integration in Unity, including the “Wwise Adventure Game”, which has both its Unity and Wwise projects open source.
 - Auditioned for the voice of Jamster
 - Tested out a build made by Level Design to try out their courses, and gave them feedback on it
 - Met with Nick for his mid project check in
 - Played the first official build for integration testing and gave feedback on it
 - Invited my brother to playtest the build. Worked with Jonathan from QA to write down his feedback as he played.



- Giovanni (Build Engineer)
 - Created daily releases for the game
 - Bug tested the game and kept in contact with GSP, QA, and Level Design for significant bugs
 - Created a “read me” file for our project
 - Worked on creating unit tests



README

1 min
1 sec

UnityProject

Golisano Go-Karts

An Interactive Games & Media E CO-OP sponsored by: Nicky Nice Games

It's an IGM themed Mario Kart - TAGLINE

Executive Summary

Our project is an arcade-style Kart Racer game that IGME students will be able to play in between their classes. This game will be iconic; that is to say students will be able to identify with the sort of vibe our game gives off. It will be reminiscent of R.I.T. themes, but will put a unique gamified twist on them to really capture the chaos and excitement of a Kart Racing game. This project, if successful, will lay the groundwork for future co-ops to be done in this same style.

How to Play

To download a release of the game:

1. Go to the homepage for the GitHub repository. On the right, click on the "Releases" section to open a list of all releases of the game. Alternatively, click on the second link below to access the releases.
2. Download the zip file named "GGK" followed by the release version. Ex: "GGKv0.2.1.zip".
3. Extract the contents of this file and run the application called "StandaloneWindows". This will start the game.

[Click here to go to the GitHub page for the repository](#)

[Click here to see the current releases and the release notes](#)

Learn more

[Please see our GitHub Wiki page to learn more about the team and our project.](#)

- Daniel(Game Developer)
 - Looked over the GitHub wiki and took note of outdated information
 - Met with or messaged teams to determine what information they wanted added/updated
 - Playtested the current build of the game