

DEV BLOG - WEEK OF JUNE 16TH

Production Team

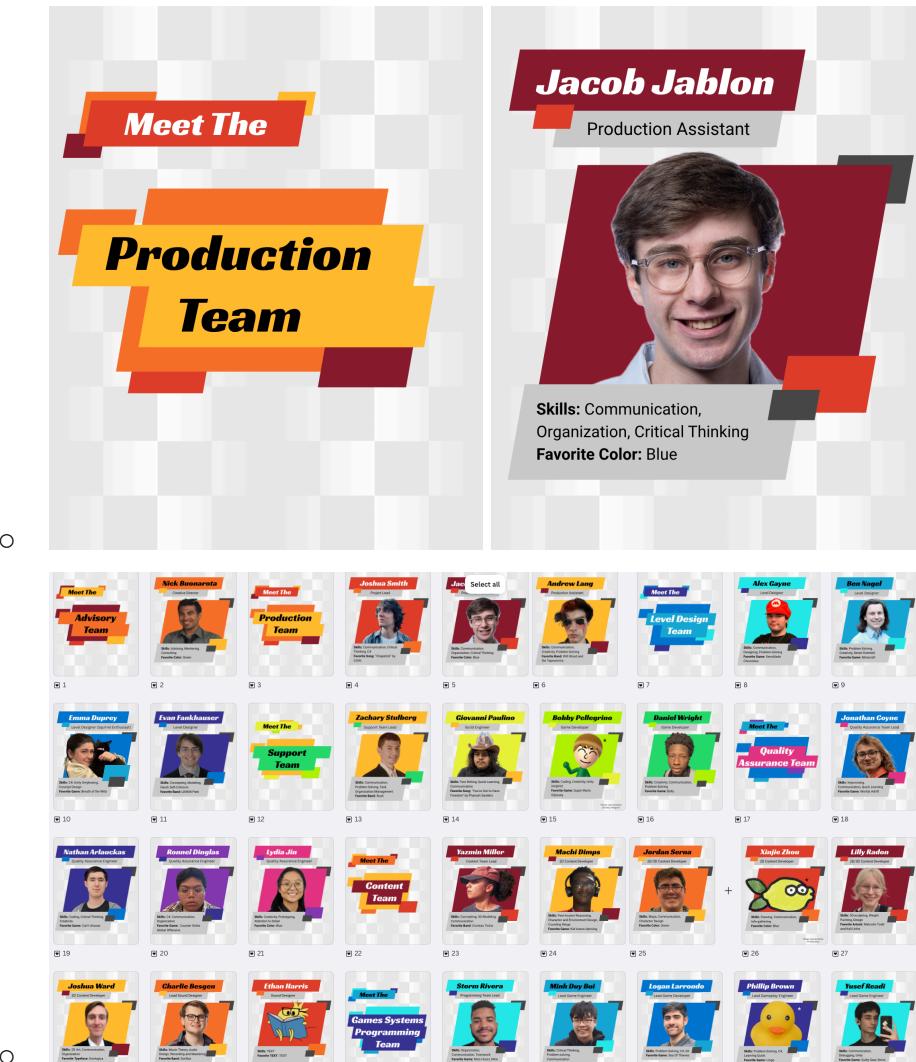
- Met with each team to ensure we all knew what we needed to work on and what tasks were most important to be successful this week
 - Ensured each team worked to refine the game and project procedures
- Worked closely with the content team to finalize a mascot for our game and the name of the mascot
- Brainstormed, pitched, and decided on a name for our game that was relevant to the mascot we selected
- Refined the design of the “Coming Soon” grid-style social media post to incorporate the typeface used by the content and web teams



- Refined the design for the “Coming Soon” vertical video Instagram story, changing the typeface to match the one used by the content and web teams



- Refined the design of the “Meet the Team” social media posts to incorporate the typefaces used by the content and web teams and to better match the design of the UI for the game. Also went through and created the sections for each person, copying in their information and images. Lastly, I met with each person and got everyone’s approval on their individual posts



- Continued working on the design for the “coming soon” poster that will be hung around campus



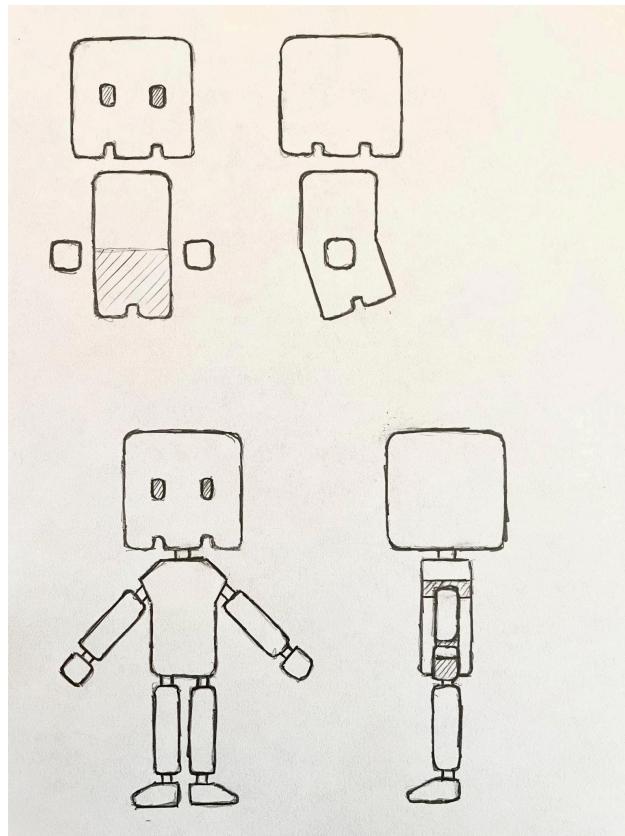
- Josh, our project lead, continued to iterate and practice his pitch presentation, and presented it as part of our onboarding process to welcome a new team member

Web Team

Content Team

- All modeled characters have now been UV unwrapped to prepare for texturing
- Majority of the item icons have been completed
 - Some of the item concepts have changed since they were drawn so they will be redone next week
- We onboarded Ethan, a new team member to work alongside Charlie on the game's music and sound
- Josh became a temporary team lead for the week to cover for Yazmin
 - It was a lot to manage, including setting milestone goals, taking notes on progress throughout the week, communicating with other teams, and talking with Yaz to keep her updated
 - The biggest challenge was keeping up with progress and filling out the Trello board accordingly, especially when you can't always be with your team the whole time

- One solution we developed is sending screenshots before lunch and before the end of the day to show visible progress and hold everyone accountable for their assigned tasks
- Josh met with several teams throughout the week to finalize certain design decisions
 - Level Design: we were given a simplified list of 3D assets to begin modeling while they iterate on more track designs
 - GSP: we received a finalized list of items to develop, as well as a consensus on features for prototyping such as facial expressions and UI elements
 - Production: the character Gizmo was chosen to represent IGM as part of the game's branding and marketing



Level Design Team

- Continued greyboxing the tracks

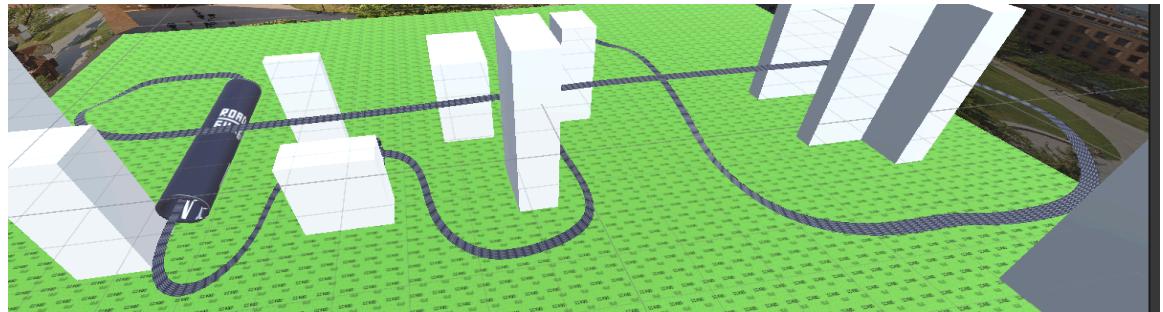
- Outer Loop entirely updated
- Loop fully remodelled based on feedback from Nick to make the track more beginner friendly, edges are now sloped instead of a direct fall off, and there's a bumper modelled and textured into the view so that the players know where to stay
- Academic, apartments, and other landmarks added in
- New obstacles added
- Experimenting with road signs to offer player tips



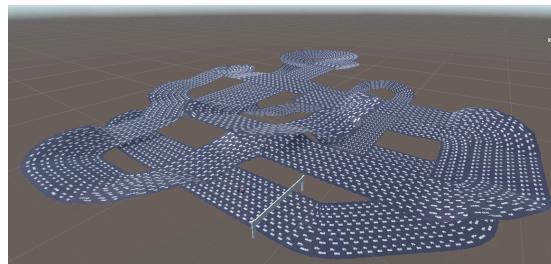
- Dorm Room now has dev textures



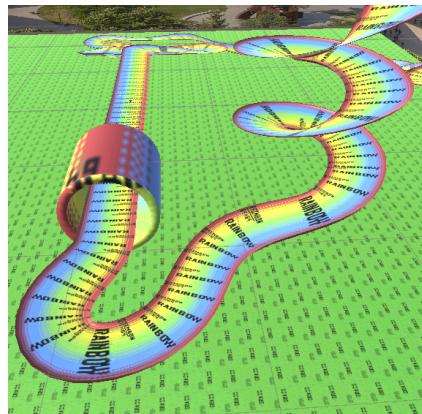
- Quarter Mile is scaled down



- Golisano is scaled down, requires more greyboxing



- Finals Brick Road is scaled down and has dev textures



- We began writing some rough documentation about our level design process.
 - We start with track standards, items such as track size and difficulty levels
 - Next, we are working to detail all of the major steps of the process: starting with core track ideas, making sketches and design documents, as well as building the track in Blender and exporting it to Unity.

- The document is in very early stages. In the future, the steps to making tracks will be organized into different levels of completion.

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) continued to work on the GitHub Wiki, with help from our Creative Director, Nick, to get it better organized and adding information to some of the Lorem ipsum sections
 - Reorganized all of the pages to include a "Contents" section with anchor links to headers on the page
 - Created appendices with information such as brainstorming notes and wiki guidelines, as well as moving the Team Information that was previously on the Home page to its own appendix
 - Finished adding all team members' information and photo/avatar of themselves

home
Zasnyy edited this page 2 days ago · 8 revisions

Home Contents

- [Golisano Go-Karts](#)
- [Executive Summary](#)
- [How to Play](#)
- [About the Team](#)
- [New to the project? Get Started!](#)
- [Leaving the project?](#)
- [Need to edit this wiki? Be sure to follow the guidelines!](#)
- [Change Log](#)

Home

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:

Pages 16

Navigation

- [Home](#)
- [Summary](#)
- [Research](#)
- [Aesthetic Design](#)
- [Gameplay Design](#)
- [Arcade Cabinet](#)
- [Technical Architecture](#)
- [Marketing and PR](#)
- [Website](#)
- [Production](#)
- [Appendix A: Team Information](#)
- [Appendix B: Brainstorm Notes](#)
- [Appendix C: Onboarding](#)
- [Appendix D: Deboarding](#)
- [Appendix E: Wiki Guidelines](#)
- [Appendix F: A Document of Lenses](#)

Clone this wiki locally

<https://github.com/nicky-nice-games/> 

- Additionally, Zach helped to onboard Ethan, our new sound designer on the Content Team
- Bobby Pellegrino (Game Developer) helped with various aspects of the project
 - Attempted to work in the audio-implementation branch of the Unity Project, but things went south in more ways than one. Standing by on this until the GitHub problems are fixed.
 - Helped Production with his Meet the Team post, including making a new render of his avatar without a background
 - Critiqued the website in its current state so that the Frontend team can get valuable feedback