

Themes and Purposes

by

Michael Mitter

Student ID: 2980656

E-MAIL: mikemitter@yahoo.com

A few months ago, a friend I met on the internet and I decided to dedicate some time to an idea we had been talking about. It initially started as a joke that led into an hour long creative chat session about insects and ideas that would be interesting. After that week, we spent more than a few hours talking about story concepts until he sent me a drawing of our main character. I was in such awe, I immediately set to work writing down our concepts and fleshing out a bit of a world. After the third picture made its way to my email, I decided to bring aboard a few other friends and use this concept for the video game required for the Athabasca design courses. Feeling that we could use a sound effects guy, Andrew invited his brother who had worked on several game projects doing voices. The project started to gain momentum as we added friends and relatives who might be able to help us develop the game. Fast forward to today, we have just under 100 team members and I still have yet to establish a web presence. I've decided to use this course as the way to bring our team to the web.

I've found that managing a design team of this size requires an enormous amount of communication between the groups and without having a single focal point, people are receiving information second hand. We currently have 5 different WeChat rooms with several members operating across each room. This makes getting the same message over the entire team very difficult. The main visitors to the site will be team members but we would also like to use it to recruit new members and market our game. An area to display a video demo, team introduction and a place where the user could download the latest software tools or build would also be important. The game's main theme has to do with Insects and much of the artwork has already been completed, we would like to be able to include small icons that the art team has done and the logo as well as a small cartoon bug guide.