

# Milestone 3 progress report

Prototyping in LittleBigPlanet



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## What my project is about

This project is testing out the idea of LittleBigPlanet being used as an easy to use software platform. By using the in-game creating tools, can you create a software prototype that can better explain a game element?

This could evolve into a more casual way to software prototype without ever having to touch a keyboard.

## My progress so far

My first two weeks was all about researching the subject at hand to get at better view of what prototyping is all about. I went through different methods and read articles to get a broader scope. I also dug deeper into different level editors for reference. When my two weeks of research came to an end on the 14<sup>th</sup> of February I concluded it with a blog post.

I've been uploading some documents to the blog including a project proposal, schedule and a project plan. Also I've have uploaded a complete playthrough of the basic tutorials in LittleBigPlanet with additional comments for the different tools.

Here's how my current schedule look like.

Overall time table					
Week	4	5	6	7	8
	<b>Starting week</b>	<b>Research</b>	<b>Research</b>	<b>Learning the software</b>	Prototyping
	<del>Milestone 1:</del> <b>23/1</b>	-	<del>Milestone 2:</del> <b>6/2</b>	-	<del>Milestone 3:</del> <b>17/2</b>
Scheduled time (h)	<b>2</b>	<b>10</b>	<b>15</b>	<b>20</b>	20
Time spent (h)	<b>10</b>	<b>9</b>	<b>15</b>	<b>18</b>	

<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>		
Prototyping	Prototyping	Documentation	Presentation		
			<b>Milestone 4: 17-18/3</b>	total:	
20	20	20	8		<b>135</b>
					<b>52</b>

## What's next?

On the 16<sup>th</sup> of February I began my first prototyping session inside LittleBigPlanet. The result of this session will be shared on the blog in a video format. This will be the norm for the rest of the prototypes as well. There will be a three week period of prototyping and testing out the thesis, afterwards I'll start to conclude the entire project.

The 19<sup>th</sup> of February the presentation of our third milestone progress is due.

A project report and presentation will be delivered and the project will end on the 25<sup>th</sup> of March.

On the same day several game companies and industry representatives will be attending our school to introduce themselves. We will then present our projects and one of us will be able to share their thesis in front of a whole room full of students and game industry peoples.