

# Prototyping in LittleBigPlanet

A post mortem





# What went wrong

## **Research**

- Didn't find enough history behind the prototyping process.

## **Learning the tools**

- Took time to edit the video clips, time I could have spent learning more of the tools.

## **Prototyping**

- A lot of time spent editing, uploading and things that had nothing to do with the prototyping process.
- Didn't use as many methods for prototyping as I would have wanted.



# What went right

## Research

- Came up with my own definition of prototypes.

*It's like when a TV chef already prepared the cake so the audience can see it and gets a sense of how it would taste. - Isak Anklew 06 February 2009*

## Learning the tools

- Learned my way around the interface and using the tools more effectively.
- Got inspired to build prototypes.

## Prototyping

- Acquired the skill to "kill your darlings"
- Shared my prototypes with the LBP community

# Schedule

- Planned schedule:  
135 hours

| Week          | 4          | 5        | 6        | 7                     | 8           | 9           | 10          | 11            | 12           |
|---------------|------------|----------|----------|-----------------------|-------------|-------------|-------------|---------------|--------------|
| Topic         | First week | Research | Research | Learning the software | Prototyping | Prototyping | Prototyping | Documentation | Presentation |
| Scheduled (h) | 2          | 10       | 15       | 20                    | 20          | 20          | 20          | 20            | 8            |

# Executed schedule

- Project hours spent as of 16/3:  
122 hours

| Week      | 4          | 5        | 6        | 7                     | 8           | 9           | 10          | 11            | 12           |
|-----------|------------|----------|----------|-----------------------|-------------|-------------|-------------|---------------|--------------|
| Topic     | First week | Research | Research | Learning the software | Prototyping | Prototyping | Prototyping | Documentation | Presentation |
| Spent (h) | 10         | 9        | 15       | 18                    | 19          | 19,75       | 14,75       | 16,5          |              |



# Goals

- Providing a clean new look at prototypes from an aspiring game design student's perspective.
- Explore a new way to software prototype inside of LBP.
- A pre-research on the subject
- Blog post at least every third day concerning the progress of the project
- Three weeks of prototyping process
- Documentation of the prototyping through both videos and writing
- A presentation on the project
- Final report



# Achieved goals

- ✓ Providing a clean new look at prototypes
- ✓ Explore a new way to software prototype inside of LBP.
- ✓ A pre-research on the subject
- ✓ Blog post at least every third day
- ✓ Three weeks of prototyping process
- ✓ Documentation of the prototyping through both videos and writing
- ✓ A presentation on the project
- ✓ A final report



# What I've learnt

- Good to be alone in a project like this
- You have to take on several "hats", project manager, content creator etc.
- You find out what your're good at and what you can improve in



## On the next project I will

- Not use video as much
- Concentrate on the thesis at hand
- Document even more
- Use more perspective from other people



**END**

**Questions?**