

DECEMBER 7TH, 2012

WEEK 14: HOME STRETCH

Overview

This was our final week before final presentations, during which time we made quite a few changes and



revisions to Atomic Zone. These changes, as outlined into last week's newsletter, offer a more informative experience to our guests, as well as one that we hope feels a bit more complete. Much of these were reactions to softs feedback which generally consisted of desires to see more content integrated into the product.

Also this week was the Building Virtual Worlds show. The time after the show gave us a great opportunity to have a varied audience try out our experience. These included alumni, industry guests, and a few high school age students. The feedback from this was highly positive. The changes that we had made allowed for an easier introduction into the experience as well as for a more satisfactory experience. We also discovered that it grabbed the attention of high school students well and that they were able to play through the experience with limited difficulty.

Future

Next week we will have our final presentation

and this will conclude this semester's work on the project. While the project will not continue in the Spring, it will be interesting to see if it continues in Summer or Fall 2013 and what that team might choose to do with it.

