

AUGUR

HALVES AFTERMATH

With halves presentations finally behind us, we've started to move forward with renewed vigor, not least because Jesse notified us that we did exceptionally well with our presentation in the eyes of the faculty.

THE WAY FORWARD

From here until soft opening, our focus will be data collection, testing, and AI implementation. We'll essentially iterate on this process as much as we can, developing a hypothesis, altering one of our prototypes to test it, and then incorporating the findings into our AI methods.

No More Dead Ends

Well...fewer, anyway. Our latest maze iteration went live on Mechanical Turk on Wednesday morning. This design, which Evan and Chen quickly implemented, makes the original maze more open - that is, it eliminates many of the dead ends in the original maze.

The reason for this test is that our original data suggested some distinct behaviors that arose as a result of hitting a certain number of dead ends. Players who hit 4 or more dead ends were far less likely to complete the maze at all, for instance, than players who found fewer. Could this be simply a result of being a poor navigator, or does this indicate a limit for frustration or failure?

Additionally, this job launched with a higher value per completion of \$0.25 (compared to the previous run for \$0.10), which has dramatically increased the rate at which Workers are playing the maze (though, curiously, this "easier" maze is taking players almost four times as long, on average, to complete as the first did).

Good Investments

Though Nora was out most of this week at the Montreal International Games Summit, she is aggressively coordinating the efforts of those team members that are contributing to Investoids. Evan and Russ have been working to provide art assets and refine the UI to improve accessibility, while

Brandon has revisited his sound design days to provide a few effects as signals to the player that something important is happening.

Seaworthy

Lastly, Jitesh has spent much of his time hammering out a few quirks of the Battleship design and getting everything integrated properly with the database. We are currently projecting weekend launch.

Also Some Data Mining

Chen has continued to examine useful tools and techniques for handling large sets of data, while Jitesh and Evan have been stepping up their AI education a bit.

AUGUR ON CAMERA

An imminent concern that we are planning for is the need for project videos as per the ETC's standards. These videos need to explain what the project is about in a few minutes. We are trying to get a head start on this. The video team will consist of Brandon and Russ, though everyone will be filmed at some point.

NEXT WEEK...

We dive straight into some AI programming, aggressive data collection, and anything else we find into which one might be able to dive. An arena of gelatin, for instance.