



# Greetings from Team AweSeven!

Weekly Newsletter – Jan.23rd 2015

This week started off with rough and hazy ideas for games pertaining to Vocabulary and Math. As planned we brainstormed about ideas and came up with a lot of them, seriously a L-o-t of them. Our inspirations ranged from existing games for children in the market to 8-bit SEGA genesis games that we ourselves played as a child.

We had a Skype meeting with Dr. K and two teachers from the Math and Language Arts departments respectively. We also had our advisor meeting where we got some great tips about factors to be considered when evaluating game ideas. This gave us a clarity and direction to focus our thoughts on. We got all our questions answered from the teachers and got to know the areas in which the students usually face difficulties. A few of those areas were algebraic equations, geometry for Math and sorting words from sentences, grammar for Verbal. This made us come up with more narrowed down game ideas and we kept brainstorming every day for a couple of hours. The best part about this process was that everyone was together and contributed equally.

Along with this our two Artists were working hard on the branding for our team and this project. First they came up with a logo, then a draft for the poster and then half sheets with the project description. Our Game Designer is currently working on the best ideas that we voted for and streamlining them so that we can pitch them to our clients next week.

We got good feedback from our faculty for our branding work and our Artists are fine tuning those into masterpieces. We plan to have our development environment set for next week to start working on prototypes after we get feedback for our ideas.

