



## First Milestone: Quarters

Weekly Newsletter – Feb.13th 2015

This week on Monday we went for our third visit to Elizabeth Forward Middle School where we tested our remaining two prototypes. We also presented all four of our prototypes to a huge panel of teachers. Our main goal was to give our clients a rough idea about our thought process and our ideas. We had a really good discussion with the teachers and they gave us a rough prioritized list for our prototypes. We also spoke about our ideas of integrating the iPad into the SMALLab experience but because of the availability constraints of the iPad in other schools of the district that option had to be ruled out. This makes our goal for this semester to create 3 educational games (Math/Vocabulary) for the SMALLab that encompass fun, learning and ease of customization.



As this was the week where we hit our first milestone as quarters, we were preparing for our presentation, dividing our work accordingly and also finishing up the room decoration. We also set up the top down projector system and have it up and running with two of our prototypes. As we already got an idea about the priorities of our clients, we started developing on the base for the Supermarket game. This process includes designing the UI, making the game interactions better, integrating it with the customization process and making the game fun and educational. The good part is that we have a base ready to work on for each of these games but we will have to put in a lot of effort to present it as a fully polished product. We will try to finish the Supermarket concept by our next milestone which is halves.

We spoke to our advisors throughout this week to check our progress and to make sure we will be in good shape for our quarter's presentation. Today was a critical day and we finally finished our quarter's presentation. Our faculty at the ETC had walkarounds in every project room in groups of around three and they had a look at our prototypes and our progress until now. We got mixed feedback from our faculties with respect to our prototypes and our goals this semester. This will help us analyze our methodologies and come up with design ideas and goals in a more focused manner. We might need to rethink a few mechanics that can help solve existing challenges in the SMALLab environment.

The coming week we will be dedicating our time mainly on the Supermarket game, however two to three of our programmers will work on it and one of them will be working on the customization tool for the game. We are eagerly looking forward to developing this game.