



Playtest Week

Weekly Newsletter – Feb.27th 2015

We kicked off this week by showing off our rough version of the revamped Supermarket game. Although the theming for the game has changed quite a lot, the base is still the same. We were mainly focusing on creating a sorting game whereby the children need to pick up words and put them in their cart. The idea lacked some sort of intensity in terms of competition and engagement. We showed our work to the teachers and got some really good feedback for the Supermarket (which is going in the direction of space racing) as well as the Math game (this one is still balancing the scales). We showed our customization tool as well and the teachers were pretty impressed by it.

The teachers not only helped us with the content but they also gave some really cool ideas and suggestions which proved to be great development guidelines for us. We got to know a lot of things about the SMALLab as a learning environment that we did not think of till date. The teachers had a good time with the discussion and also enjoyed a tour of our building. Following the meeting with teachers we set out certain goals for development which we aimed to reach by Friday. This meant changing quite a few mechanisms but our programmers accepted the challenge and tried their best to fulfill those goals. The main focus of development was for the Supermarket/Space game (we will surely come up with a final name soon), but we were simultaneously developing the Scale game as well. The Scale game also went through a couple of design changes and the idea seems much more robust and fun now.

Today was D-day for us; everyone was associated with three feelings, nervousness, excitement and a little bit of fatigue. We reached Elizabeth Forward Middle School early today to check things beforehand. We play tested with two groups of kids from 6th to 8th grade. We split up the first group into three teams of three kids (from the same grade) and the next group in a similar manner but the teams comprised of one child from every grade (6, 7 & 8). We also asked the kids to play around with the Scale game so we can just get a gist about how they interact with the game. We had a great playtest session and we asked the kids as well as the teachers for their feedback. We realized what works for us and what doesn't, there are a few obvious features that we need to add and a few more brush ups that we need to do before our next playtest. We are not there yet but we are heading in a good direction it seems.



As 4 of our team members will be heading to GDC, San Francisco this week, we will have a light work period the coming week and then we will get back to work the following week (which is also apparently our Spring break). We are planning to have a Playtest session focusing on the Scale game during that week.