



# Spring Break?

Weekly Newsletter – Mar.13th 2015

This week started later than usual as a lot of our team members were busy at the Game Developers Conference or they were enjoying (rather trying to enjoy) the picayune time for Spring break that we had. We resumed all our work on Tuesday as we had to get ready for our second major playtest on Friday. This playtest we were mainly focusing the scale game (Sorry, no official name yet) and also on the customization tool for the Vocabulary game.

As suggested by the teachers during their visit to the ETC, we worked on their preferred Mac version of the tool which could be easily used by them in the school workstation itself. Other than that, we changed elements of the Space game to make it more attractive and appealing. The major task was redesigning the Math game to fit the needs. The Art was revamped completely to give it a flat yet lively look. Although the Math game was tested previously, we still needed to test the core of the game with as much functionality as possible. We set out our goals for the second playtest and like the previous one; we coordinated with the school to have 6 children from 6<sup>th</sup> and 8<sup>th</sup> grade ready respectively.



Today we headed out to Elizabeth Forward Middle School for our playtest. We reached early in the morning to set things up and prepare for the playtest. We first play tested the Scale game with the 6<sup>th</sup> graders and then with the 8<sup>th</sup> graders. We also play tested the Space game so that we could get an idea of what needed to be changed further. The game play mechanics of the Math game showed really good results and made everyone happy. The customization tool for it is still in the works but we showed the Mac version of our tool for the Space game to the teachers and they seemed very pleased.

We interviewed the students and teachers, following which we got a lot of good feedback from them. We simultaneously prepared for the second upcoming milestone for our project which is halves. We will be practicing our presentation with our Faculty Advisers on Monday and Tuesday next week and giving the presentation on Wednesday. We will have our amazing clients with us as well in on Wednesday to have a look at our presentation.

Halves mark the end of half of the semester and we have two games ready at around 80 % completion. We have a lot to do but we think we are in a good position to continue this workflow and achieve our goals. We might be a little bit exhausted this week but we will hopefully replenish our energies over the weekend because that's what weekends are for (no pun intended). We will get back to work after our halves presentations and shift up gears to chalk out a plan for the rest of the semester and keep working on our tasks.

Thanks,  
Stay AweSeven 😊