



The Third Game v 2.0

Weekly Newsletter – Apr 3rd 2015

No, I am not that lazy to not change the title from last week. The truth is that this is something that we all are engrossed in right now. Although we had a rough idea about the third game, we wanted to clarify certain mechanics and features about our third game. We started off this week by working on these issues and came up with a better, not so vague understanding of our last game (typing that just made me sad, our last game as a team!☹). We clarified what portions of the game are customizable and how the game flow would work.



We also met our project advisers to discuss any discrepancies in our design and get their valuable feedback. They suggested that we get in touch with the teachers to clarify any issues about the format of our questions, following which we immediately contacted the teachers. We also discussed other potential uses of the game (for other topics), so that it remains flexible enough and satisfies the requirements of our clients. We knew that making a game for grammar was going to be a challenge as it is not an easy topic to tackle.

However, as we have taken on this challenge, we simultaneously started development of this game. We divided our tasks amongst three programmers for this game as the fourth programmer would be handling the customization tool. Two of the programmers were handling parts of the game play and one of them was working on managing data and interfacing it with the tool. Having three programmers work on parts of the game, made our tasks modular and faster to achieve. We decided to stick with the magical theme and our Artists also started exploring ideas for it.

We have a concrete schedule set up for next week whereby we will be play testing on Wednesday and continuing our work for the rest of the week. We plan to test our tools with teachers for SPRACE and ScaleBot. We will also test an early version of our third game to get some feedback from students as well as teachers.

One of the interesting challenges for us would be to manage our time and make sure that everything works well together as a cohesive piece. We are really looking forward to visiting Elizabeth Forward Middle School and having a good play test session.

Happy Easter!

Thanks,

Team AweSeven.