



# Playtest week

Weekly Newsletter – Apr. 10th. 2015

This week we all worked hard to get ready for the playtest that we scheduled on Wednesday. We planned to test our first two games along with our tools. We also wanted to test an early version of our third game to get as much feedback as we could for it. We planned for two sessions, one with 6<sup>th</sup> grade and one with 8<sup>th</sup> grade students. Before every session, we had a teacher come in to put some content that would be used for the playtest.

So on playtest day, we made sure that we had the teachers come in first and get familiar with the tool. We allowed them to use the tool for their respective courses and put in some custom content for the games. We then showed them how the entire pipeline works and where they need to put in their saved file so as to see their content in the game. It was a very simple procedure as they had to simply drag the file onto the games Data folder. After doing so Voila! They could see the game up and running with the content that they just put in.



We did this for both SPRACE and ScaleBot. Although there were minor issues (Sssh...maybe nobody even noticed them), overall it worked like a charm and we all were happy to see that. We tested our third game first in every session as it was the main focus. The basic functionalities were working fine but few of the mechanics were more complicated to use than we had earlier thought. The children took some time to realize the fact that it was a 2 vs. 1 game but once they got with the flow, they started enjoying it. Everyone really loved the 3d animated monster as it made the game environment lively.

We also had Dr. K come down and have a look at our games. As planned, we recorded a quick interview with him which we will be using in our 3 minute promotional video. We shot parts of the video last week and we plan to finish taking all shots by next week so that we can start editing it.

We have our final two playtests (shivers down the spine) coming up next week and our main focus will be the third game. We need to modify few game mechanics, integrate it with the back end and make the tool for the third game. Everyone in the project will be finishing up remaining work on the previous games if any and focusing on the third game come next week. We are looking forward to our final two playtests and getting great feedback from students, teachers and our advisors.

Thanks,

Team AweSeven.