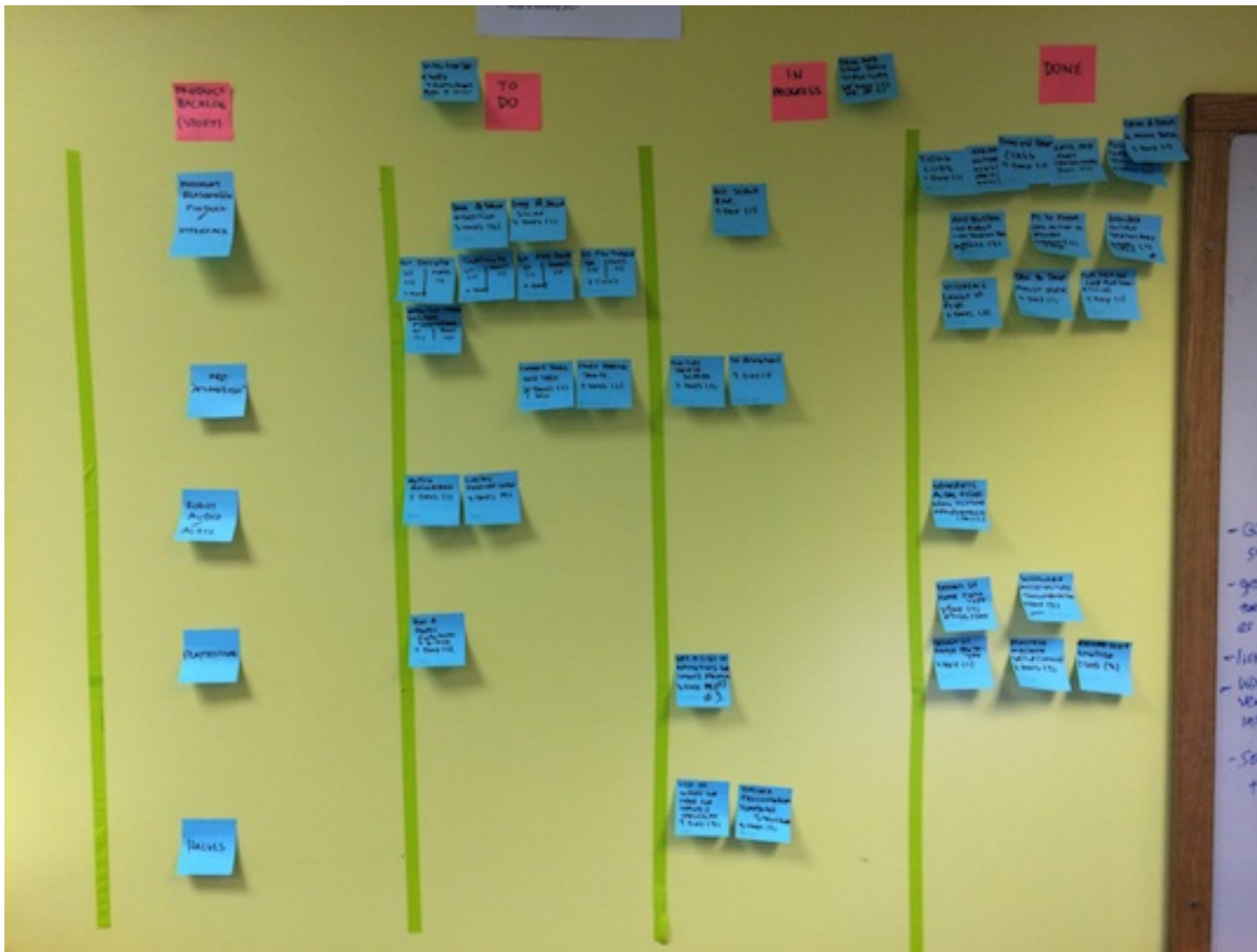


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MARCH 9 2014 **NEWSLETTER WEEK 8**



Preparation for 1/2!

This week we did a good amount of progress in preparation for the upcoming 1/2 presentation.

First of all we have been redefining some main concepts of the way we're approaching the development of the user interface and the animations and we are potentially doing some useful changes in order to get a better dev process.

We also had rehearsals last thursday. In that session we did a lot of tests of poses, emotions and other fundamental concepts of our project.

We also did a paper prototype playtesting with Sam, as the first session of a series of plays tests we will be executing before 1/2 presentation.

Our idea right now is to create a very 1/2 presentation in which we expect to show some videos os our work, images of our prototypes and overall a good snap of what we did until now and what we expect to do in the weeks we have before our final presentation.

Animations

Rachina did some animations for the rehearsal process. We expect to fully integrate the animation process into the development process so we can have a parallel progress as the UI iterates.

Programming with Python and QT.

The programming team did good progress in the development of the interface. We´re still developing some main features that need to be in

Here is a link to a PDF that explains how the animations connect.

<http://tinyurl.com/pndmn4e>

our Minimum Reasonable Product but overall we have been developing faster than previous weeks.

Here is a link to an amazing resource for fast development of GUI with Python and QT.

<http://tinyurl.com/nzych4h>

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