## Newsletter Vol.

This week, we solidified our idea and broke off into groups in our philosophy class to discuss the types of things that we want in the experience and to make sure that it meets our course objectives. We came up with paper prototypes, and also met with the client via skype and in person.

Our team has broken off into smaller groups with the philosophy group to prototype mini game one and three. We met with Luo for Mini game three and with Nigel for mini game one. We also met with Jesse Schell to get a better understanding of game play ideas and to pitch ideas and get feedback.

**Next** week, we hope to finish a prototype so that we can playtest the week after.