

# Newsletter Vol. 08

**This** Tuesday, we had our first playtest with the HomeTeam. It is a rough prototype but overall the playtest went well because we anticipated most of the problems the playtesters will encounter. We got positive feedback from the HomeTeam indicating we are heading in the right direction. The HomeTeam were also able to provide us with constructive suggestions based on the playtest. We also met with Deborah Todd, a Game Design faculty candidate, to discuss how to inject fun into our experience.

**On** Wednesday, we analysed the feedback and prioritized the changes required. On Thursday, the HomeTeam provided more detailed feedback from each section. For example, the HomeTeam suggested adding character in mini-game 3 to make it more lively.

**On** Friday, we showed John our prototype and listed out assets we need for completing each section.

**Next** week will be Spring Break but most of us will be working to make up for GDC week. We will prepare for our Halves during the Spring Break and rehearse before leaving for GDC.



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