

THE GRID

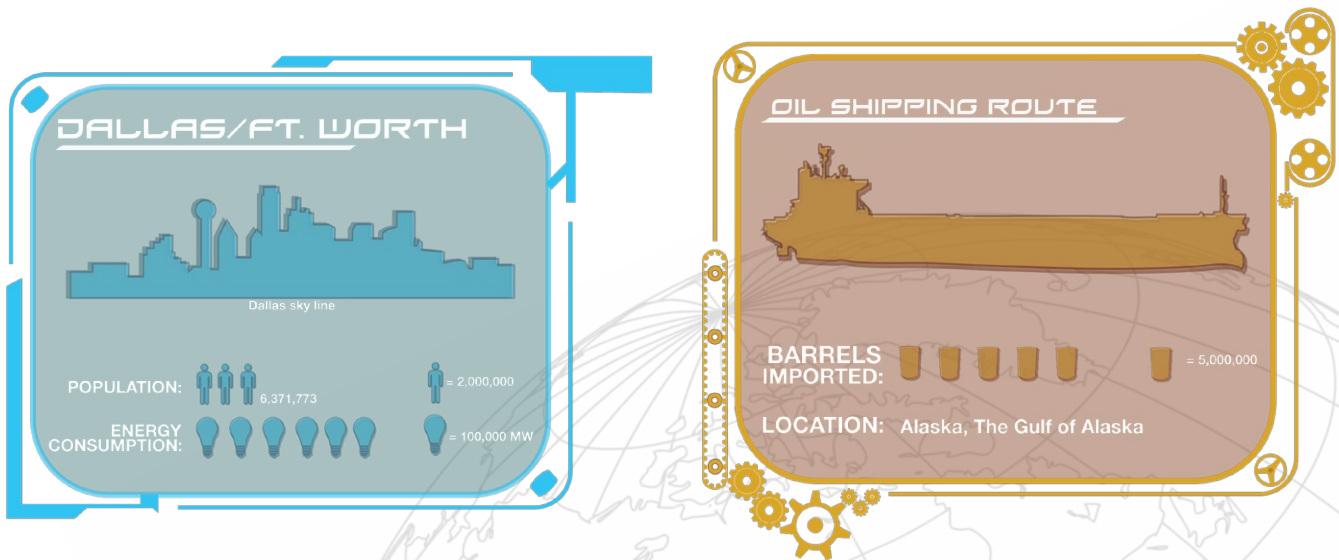
Issue 9
March 30th 2012

Week overview

This week the team prepared for the first open playtest. The team carried out the playtest and presented the feedback to the client.

Progress

The Visual team worked on creating assets for the experience and furthering the UI for the playtest. The team added a slider bar to switch back and forth between future and current energy. The visual team also created 3D assets to integrate into the experience such as grid lines and wind turbines.



Information for the guest to explore in the deeper experience



UI Design elements to prompt the guest to get more information and close that information

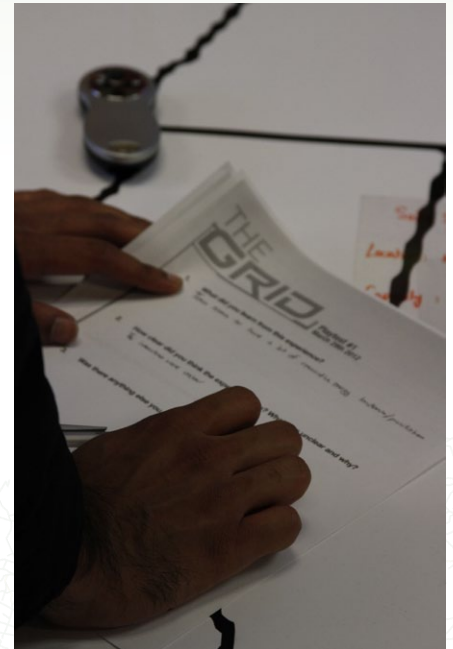
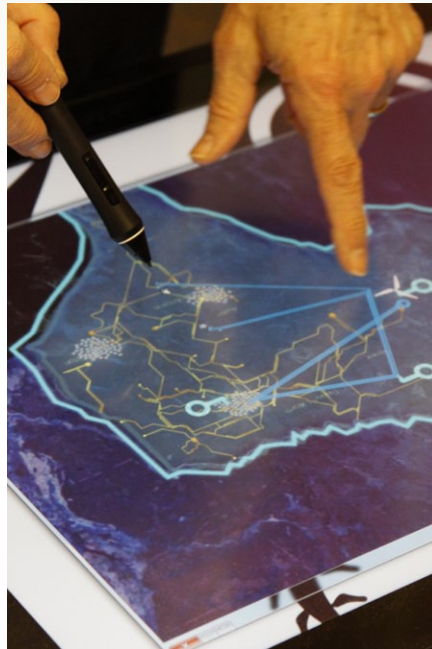
Team: Matt Costa, Ricardo Merchan, Kevin Primm, Eric Salim, and Kai Zhang
Advisor: Shirley J. Saldamarco

The Technology team worked on bug fixes and making the experience flow smoothly for the playtest.

The experience team carried out the first playtest. After the playtest the team analyzed the playtest feedback. The team addressed issues with the playtest and developed a schedule to address these issues in the next playtest.

Plans

The team will be working on adapting assets into templates for different content, the switching mechanic for current versus future energy, information database, and refining the wind power simulation.



Photos from our first playtest of the visuals and experience

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