

THE GRID

Issue 10
April 6th 2012

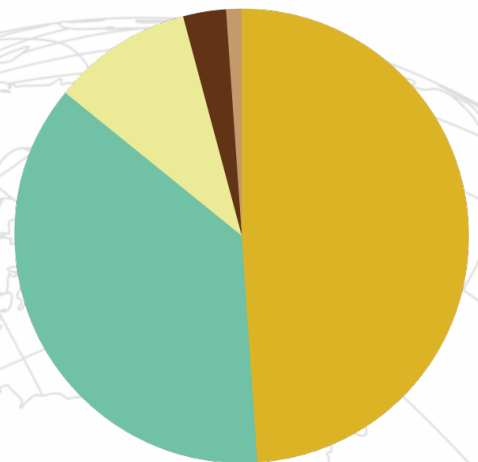
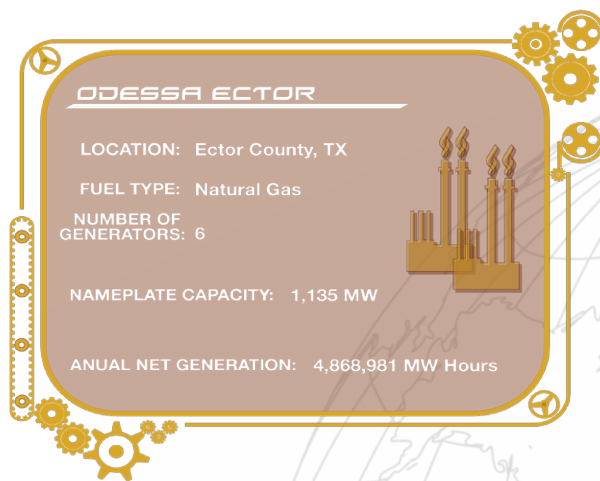
Week overview

This week the team prepared for and carried out the second round of playtesting. This playtest focused on the current energy phase of the experience.

Progress

This week the entire team worked together to bring to finish the current layer interaction for our playtest.

The visual team worked on creating assets such as shipping routes in the Gulf of Mexico and 3D assets to symbolize different types of natural resources. In addition, the team also refined aspects for the future energy phase in response to the feedback from playtest number 1. The city lights and wind power density divisions were just two of the improvements made for the future interaction.



The facts for the “Current” layer have been completed as well as using a pie graph for UI.

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

The Technology team was hard at work coding all of the assets that the visual team made for the current energy interaction. The team implement the use of 3D assets for interaction and made sure the whole experience was running properly for the playtest.

The Experience team worked on collecting feedback and thinking of ways to refine the experience based on what they observed in each of the playtests. For the most part the playtests were successful and most of the feedback the experience team received were for planned features that have yet to be implemented.



Photos from playtesting our “Current Layer” interaction on various platforms

Plans

Next week the team will be canceling the weekly playtest in order to implement all of the desired features both previously planned and gathered from playtest feedback. All of these features will be part of the final playtest in two weeks. The team will also be filming interviews for their 3 minute video in the coming week.

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