

THE GRID

Issue 11
April 13th 2012

Week overview

This week the team worked on implementing feedback from the last playtest. The team has also begun to work on documentation and the three-minute video.

Progress

This week the visual team worked on refining assets so that they would be more clearly recognizable during the experience. The main point of focus for this was the symbols denoting the different types of fossil fuels in the current energy layer of the experience. Other feedback that was implemented focused on redesigning the look of the shipping route through the Gulf of Mexico. Many of the visuals were also optimized to mitigate lag issues the technology team encountered.

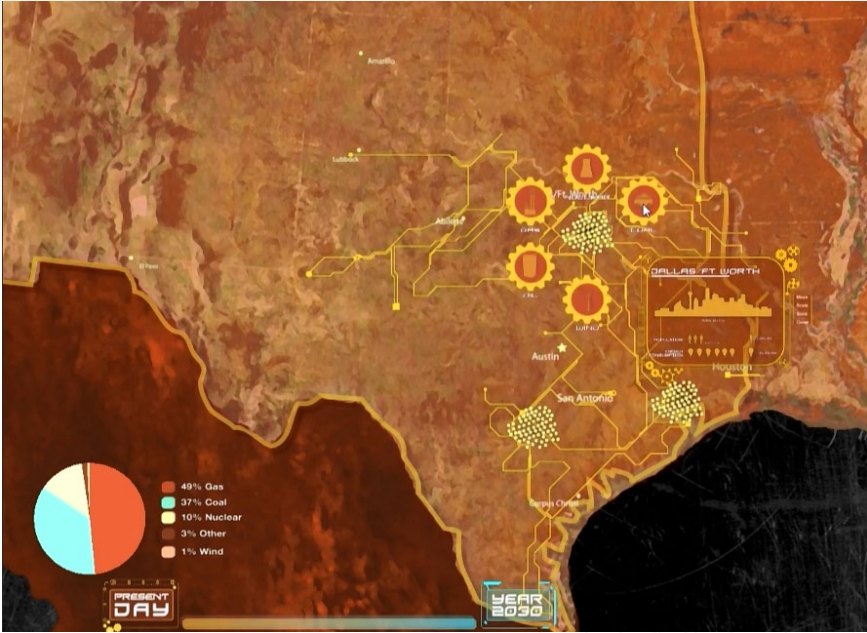


New icons for distinguishing between current and future energy types

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

The experience team and technology team worked closely with each other this week to make the experience more intuitive. The focus was on making the experience smoother through stronger visual feedback. Now when cities or natural resources are clicked there is an animation that distinctly connects the factoid generated by the click with this area. The team also worked on organizing the UI and switching icon generation smoothly to avoid cluttering the map.

In addition to this the team has been working on preparing the final documentation and recording material for the three-minute promotional video due at soft opening.



New screen capture displaying the current energy interaction

Plans

The team will continue polishing the prototype and move into combining the future and current layers into one cohesive experience. This will be in preparation for the final playtest next Thursday. Additionally the team will be working on documentation, three-minute video, and preparing for soft opening.

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