

HEART RATE

CAFE

WEEKLY NEWSLETTER

Mixing Things Up

This is a two week newsletter because it has been a very inconsistent two weeks with the team and we felt it was better to compile these two together.

A lot of people were traveling during Week 8. Tim and Savvi went to the Game Developers Conference in San Francisco but not before meeting with our client on that Monday. Arim also left that week to go to Korea to visit her family. Basically, half to the team was away while the other half stayed to work. To try and help the situation, we came up with a list of things we wanted to have finished by the end of the two weeks. This would allow for some time to deal with the traveling.

Some of the things we accomplished were preparing for our halves presentation (it was the Monday after spring break), creating the sketches for the diet section, playtesting at the hospital, implementing the new UI for the shopping game, creating the Heart 101 minigame prototype, and working towards integrating the minigames into the main app.

Savvi and Tim were able to go to the hospital to playtest on the Wednesday of Week 9. Playtesting at the hospital proved to be more difficult than expected because they had to interact with patients as they came in for their appointment at the hospital clinic. On top of that, they had to ask if the patients would be willing to playtest the app. All patients were not available or did not want to playtest the app. As a result, they only playtested the app with two patients.

On a lesser note, we got some new items for our room. We now have a blackboard just like a coffee shop café. We'll be trying to update it daily with our special items of the day.