



Getting Started

- Meet the new team
- Reflecting on last semester
- Preparing for Electric Company

Coming Events

Next week the team will be meeting with members from Sesame Workshop.

From this meeting we are hoping to get a better idea of the goals we need to reach so our game can be placed PBS.com

We are also planning brainstorming sessions to think of how to better build in the Prankster Planet branding while addressing the mechanics used last semester.

Getting started on a new semester

This week was spent setting up the foundation for this semester's work on the ENGAGE project. The team set up our office space, exchanged contact information, defined our roles on the project, and had a call with Sesame Workshop/The Electric Company. TEC will be visiting us next week to have a brainstorming session in which we will come to a consensus on plans for the game updates this semester. The big goal of this semester is to make our game reach a quality level worth of being hosted on PBSKids.org inside of TEC's Prankster Planet universe.

The new team will be taking the game built by the Torque-It! team last fall, Teeter-Totter Go! and giving it a fresh overhaul that helps it to fit inside of the Prankster Planet universe. We are also going to get the game working on mobile devices, such as the iPad. By also working in the mobile game space, we open ourselves to fun gameplay options that use the accelerometer for interesting game mechanics.

The Team



Neerav Mehta:
Programmer



Arseniy Klishin:
Producer



Yilin Fan:
Programmer



Mu Ni:
Programmer



Sakar Khattar:
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Art & Design Consultation

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