

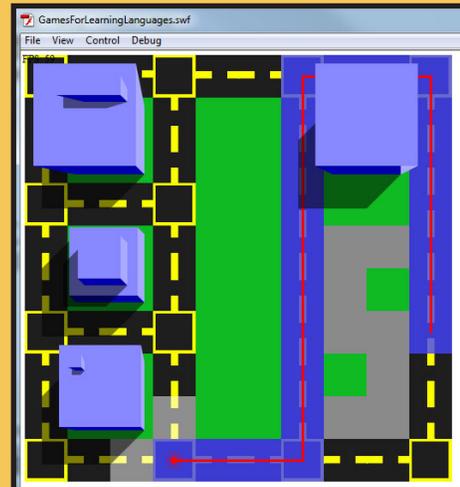
We've settled on more concrete plans for our deliverable, settling its flow, features, most gameplay, as well as an all-encompassing look at how it would fit in with a semester. We are imagining an entire narrative arc corresponding to roughly a semester, with a game being an "episode" within that arc. Each episode will be a capstone for several chapters, emphasizing the grammar patterns and vocabulary learned during those select chapters. For our project, we'll be doing a 4-episode arc, with our deliverable being Episode 3, with enough Spanish learned by that point to be able to really demonstrate how well our game can test comprehension.

As we are currently planning using the Scrum framework, our first sprint from the beginning of this week towards the end of next week has set its sprint goal as "Complete programming for navigation map, finalize overarching plot and character list, and finish project media." Jerry and Sophie are working on the navigation map, Katherine and I are working through the narrative, and Rayya is working on the visible media for our project. With the sprint devoted towards completing two of the major features of the game, we are expecting a lot of progress to be made by the next week.

Narrative

As a team we sat down to create a core narrative that would engage students and want them to play our game. We've decided to create a *telenovela* (Spanish for a television drama or a "soap opera") style story full of dramatic twists and turns, and eccentric personalities. We've composed a list of major events, making them correspond to specific episodes, and also to what kind of minigame will accompany them. For example:

Episode 3. Game/Cutscene: Point and Click minigame. Story beat: Figure out which Manuelo is Noe's dad using Isabella's old high school yearbook. "Noe steals his mother's old yearbook and uses notes scribbled in the margins to figure out what his father's last name is so he can find him."

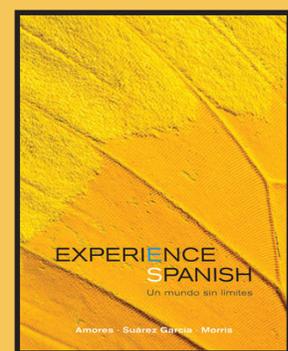
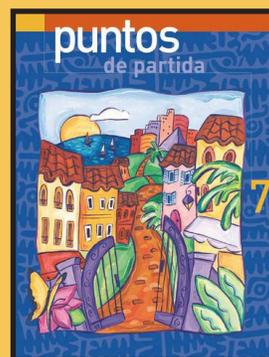


Programming

On the side of programming Jerry and Sophie have been working on the navigation map, which in the flow of our game will be the hub linking all the other minigames together. A player will be able to click and drag his character around the map, based on directions given to him in Spanish. The goal would be to get the player at a specific building, from where he can start playing a minigame.

Looking forward

The next week will be busy, with finishing up a deliverable version of the navigation map, at least code-wise, and doing research into the amount of grammar and vocab learned so that a script can be written mindful of the language constraints and student might have as well as what would need to be actively assessed. Luckily earlier this week we were able to secure two copies of Spanish textbooks McGraw-Hill offers, so that we can more realistically base our game on something a student actually learns.



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