

We've made a lot of progress in all areas of our project this week, from art to design to programming. In addition we were able to user test, made the first steps towards a website, and also took pictures.



Art

In preparation for 1/4 walkarounds, Rayya has been designing and drawing for our poster and halfsheet. To help her with these tasks and also for future reference on the visual style of the game proper, Felix created a design guide that will outline all of the major colors, typefaces, and stylistic choices we've made in "theming" our project.

Design

Katherine has elaborated further on designing the games, with creating basic design documents and dialogue scripts that will be the foundation of our game. In addition, she's also supplied these materials to Jerry and Sophie so that they can begin programming prototypes.

...be Juan Carlos's boss. He must Maria then.

Player plays conversation game, which re disappearing and Juan Carlos appearing.

INT. BAKERY - DAY

Juan Carlos glares at Noe from behind the

JUAN CARLOS
What do you want, Noe?

NOE
I have to tell Maria something important. Do you know where st

LinguaLoco style guide

Name:
Should be referred to as LinguaLoco, no spaces, two capital L's
For emphasis, the name can also be rendered as iLinguaLoco! (i is Alt+0161)

Colors:

R 233 G 135 B 23	R 49 G 234 B 49	R 64 G 224 B 208	R 206 G 45 B 25
E98717	31EA31	40E000	CE2D

Programming

Jerry has implemented much in terms of the graphical user interface, creating a framework for future elaboration. Right now we have a bare-bones main menu from which you can select our numerous prototypes. While also fixing bugs, he added more to our existing navigation minigame, which we were able to get some usability testing out of with six naive users earlier in the week.

FPS: 59 / 29960

[Use the clues scribbled in Isabella's yearbook to figure out which Mamelo is a baker... and Noe's father!]

	Veterinarian	Baker	Accountant	Doctor	Mechanic
Manuelo Garza	✗		✗		
Manuelo Romero					
Manuelo Reyes		✗			
Manuelo Valdez					
Manuelo Santiago				✗	

Romero is allergic to animals.

Sophie has created an entirely new prototype, that of the point-and-click minigame, which takes the form of a logic puzzle which our main character will use to determine who is his father. She also took an improved conversation tree that Katherine had developed and updated our conversation game prototype with it.

Sophie and Jerry were also able to merge their software using Perforce version control software, and now are able to fully collaborate on programming and implementation.

Looking forward

A new sprint in our Scrum begins next week, and we're going to kick off with even more user testing, having a fully functional website, and refining our designs and prototypes further. We'll be getting a lot of feedback