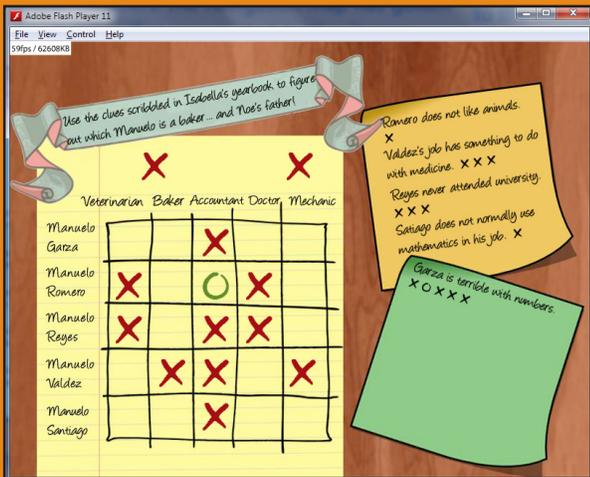


This week was full of interesting events. On Tuesday, we had a major meeting where we went over every aspect of the game as a whole, both to make sure everyone was on the same page, as well as outline what tasks needed to be done by softs. On Thursday we also met with Oscar Huber, who will be translating our game. We also received feedback from our half-semester presentation.

## Programming

Jerry has done a lot of work with the navigation game, which now includes a small part where the player rearranges the directions they get, in order to test their knowledge of ordinal numbers. The navigation map has gotten to a playable state, so that we can start testing it soon.



With playtesting it was found that the logic puzzle game needed some changes, so Felix, Sophie and Katherine worked out versions of the puzzle game to test and compare.

## Design

Katherine worked on adjusting the existing clues and instructions in each of the games to be better suited to the assessment framework. Each clue and instruction now has a particular element of Spanish that it is explicitly testing for and would be flagged if it was misunderstood. Katherine also wrote out the text for the class review game and also organized all of the text that needed to be translated, passing it off to Oscar.

## Art

Rayya has been thoroughly researching different ways to construct the buildings for a more refined style for the map of the navigation game, settling on manipulating images to better fit with the established art style for the rest of the game. She also worked on other assets in the navigation game like roads and plants.

## Translation

On Thursday we met with Oscar Huber, who we are now using for translation services within our games. He took a look at the material that needed translation, and came to the conclusion that translation would not be that difficult and that it could be handled within the week. This was very good news for us, as translation is incredibly important to us as we work on the game in the next few weeks.

## Runthrough Meeting

We had a very productive Tuesday in the form of our runthrough meeting, wherein we started at the very beginning of our game and imagined what a full version of it would be like, in very explicit detail. As we went through, we realized what assets needed to still be made, and programming changes and features that would need to be implemented.

## Half-semester Presentation Critique

Much of the critique surrounding our half-semester presentation was on our presentation style - we were perceived as being too "low energy", and also prone towards looking at the presentation screen too much instead of engaging with the audience. We are going to actively work towards making our finals presentation much better in terms of our performance, now that we have this valuable input.

## Looking Forward

Next week will be spent on putting in additional, mid-priority features - things like writing prompts, and unifying the overall UI more. We will also be working with Oscar to get a fine translation of our game's text done, and also continuing work on our art assets.