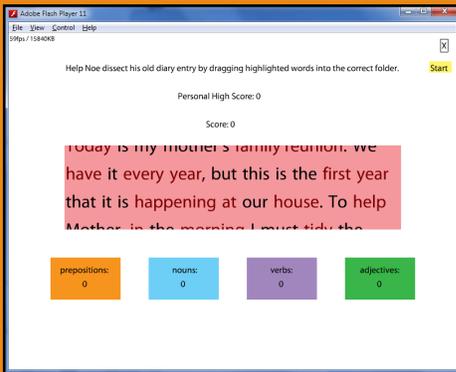


This week has been spent getting our new class review game done to a testable level as well as doing further refinement of our puzzle game. We also made a lot of progress on the final look of our UI, and making inroads into getting our game tested in Spanish.

## Programming

Sophie has been working on our class review game, implementing a basic version of it for testing, while still finding time to refine it after initial feedback from the rest of the team.



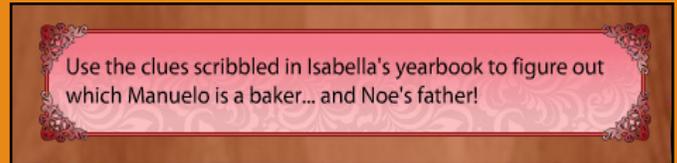
Jerry has also been doing a lot of implementation, in this case doing more finalized work on the UI as well as prototyping the writing prompts. He has also created a extensible framework for the assessment system, so that it can be rolled out for all of the other games. The UI has also been made in this way, so that it can be used for any text necessary without any extra coding.

## Art

Rayya is continuing her work from the previous week, creating a new navigation map to replace the placeholder that Jerry created earlier in the semester. Rayya has also devoted time to creating roughs for our final cutscenes, like this one of Maria's first appearance during the game.



Jerry's UI design features much ornamentation, as well as an appealing blend of colors. Much thought was put into what to do with a text box that the player would constantly be seeing, and the result is thus:



A simple box, with a enforced border, with almost arabesque-like ornamental corners. There is also a faint floral design in the background. The design comes in the pink, seen here, and also orange - two colors that can be used for different purposes if the need arises within the game.

## Design

User testing was prevalent this week, as further refinement was done on the puzzle game, but as of now we have a finalized version of the puzzle game. Additional work was also done on the navigation game.

## Making Contact

Felix sent emails to the language departments at the University of Pittsburgh, Duquesne, and Carnegie Mellon in hopes of securing introductory Spanish students for playtesting the game in Spanish.

## Looking Forward

As we get closer to doing playtesting in Spanish before the Thanksgiving break (which is right before soft opening), we work towards polishing our game in order to make it a cohesive experience that can be played through for a complete experience. With the completion of a class review game prototype as well, we will also work towards making this new feature shine.