

Along with last week, this week we are progressing at a breakneck speed in terms of features being put in. This week saw cutscene scripting, a new UI for the navigation game, assessment being put into the conversation game, creating another version of the class review game, and also getting PHP/MySQL up and running so that we can log data for remote playtesting, a new direction we have decided to go in.

Playtesting

As we already were planning on doing data logging for our game for the sake of presenting the data to instructors and seeing what would be most effective in visually representation, it was a natural for us to think about having online playtests - we would just need a server to take in the data that our assessment was outputting and save it in a database. This would give us the benefit of having remote playtests as opposed to organizing students to come to the ETC in order to test our game. While still not as good as watching people playtest in real life, the usability of the game is already being actively tested, albeit in English - with Spanish playtesting there was less of a need to be present during playtests.

Programming

Jerry has already gotten PHP/MySQL running on a server provided to us by the ETC, for the sake of playtesting with Spanish students beginning next week. In prep for our client meeting today, in which our client requested we show a more substantial, cohesive build, we made it our goal to have a fairly complete and sequentially accurate game. To this end, Jerry has been working on cutscene scripting, in order to have functionally complete narrative interstitials between our smaller games.



With client feedback, we became open to the idea of trying out another mechanic for our class review game. Where before terms were being dragged and dropped into grammar and vocabulary categories, Sophie has now implemented a version where a player is given prompts for these categories who then has to click on relevant terms. Sophie also implemented an assessment framework for the conversation game.

Art

Rayya has continued work on cutscene graphics, along with the still images dispersed throughout the game. She has also made a lot of progress on the graphic for Manu-elo, Noé and Maria's father.



Design

Based on client feedback, we have now switched to new categories for our class review game. Where before they were general grammar categories like nouns and adjectives, now we are using even numbers, odd numbers, stem-changing verbs, regular verbs, direct object pronouns, regular pronouns, and immediate/extended family terms.

Looking Forward

We plan to go live with a beta of our game by the beginning of next week, before the Thanksgiving break. With that said, we'll be working very hard over the weekend to have all our progress done in time. Next week Felix will also be editing together footage we shot this week for the team's 3 minute promotional video, as well as doing significant work on the project's archives and online presence, all in preparation for soft opening.