¡LinguaLoco!

This week signaled the arrival of two foreign language teachers from the Pittsburgh area, Gary Harger and Michelle Shaffer. They met with the team over some Thai food to discuss what we've been doing so far as well as getting their feedback on what they'd like to see being done in the project.

The Meeting

The team met with Gary and Michelle on Thursday night, showing them the game and receiving feedback. Overall, they liked the direction our team was heading in, and talked about some of their experiences in their classrooms. They affirmed their success in using games (albeit physical ones) and showing dramas aimed at a teenage audience meant for language learning, both of which are part of our project.

Towards the end of the meeting we also discussed getting together again, as well as getting the contact information for a fellow teacher who might be able to help us with translation. All in all it was a very positive, helpful meeting.
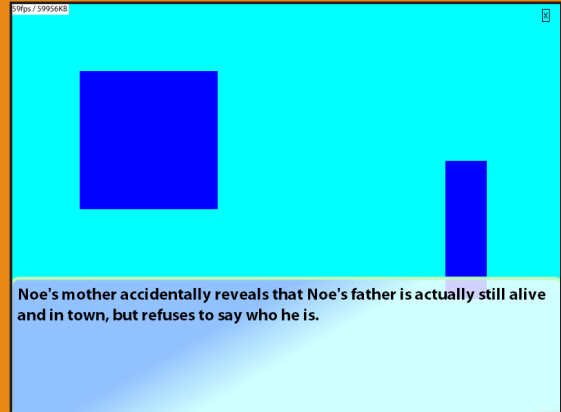
Design

From the research into the specific vocabulary and grammar structures that students would be learning around the time our game would be assigned, Katherine has revamped the content of all of our games to better suit these language topics.

We've also been discussing the addition of a second mode of play for the gestural baking game to test ordinals (first, second, third, etc.). It would take the form of the main character rearranging a recipe so that it would be in order based on the ordinals, and then using the recipe in the gestural baking game.

Programming

Jerry has been working at various different parts of our project. He has been working at implementing a GUI backend, as well as looking into how we're going to eventually visualize the data we collect from students, so that instructors can easily understand and be able to act on the data given to them.

Noe's mother accidentally reveals that Noe's father is actually still alive and in town, but refuses to say who he is.

Jerry has also been hard at work creating a "skeleton" of how our game will flow, as preparation for the client meeting we had this weekend. With a game that contains so many mini games inside of itself, it can be hard to get a grasp of what actually playing it will be like, moment to moment, as in order to better convey that we made a skeleton that takes a player from clicking "Start" on the title screen to going to a mockup of the first cutscene, then onto the logic puzzle game. From there it goes to the navigation game, the conversation game, another cutscene, the mouse gestural game, and then the last cutscene. Just having this skeleton does a lot to help convey exactly what form our game is taking.

This week Sophie was hard at work ironing out the various bugs in the logic puzzle prototype, making sure that nothing goes wrong while we test it out. She's also updated the conversation game with new content that Katherine gave her.

Art

Rayya has using this week to continue working on the very large number of kitchen assets.

Looking Forward

We are continuing on our work, taking in the good feedback from the visiting teachers. Next week will be a short one, as the ETC Pittsburgh students are being treated to a "cruise to nowhere" from Thursday to Saturday. We'll have to compress a lot of work into Monday, Tuesday and Wednesday.

Team   Katherine James   Jerry Fu   *Advisors*   Brenda Harger   *Client*   Sunil Bheda,
         Rayya Brown-Wright   Felix Park   Shirley Saldamarco   The McGraw-Hill Companies
         Sophie Wang