

This week has been cut short due to various out of town trips that various members of our group are making, not the least of which is the ETC cruise that Katherine, Jerry, and Felix are going on from Thursday to Saturday.

## Art

Rayya has been continuing to work on the art assets for the gestural baking game, going entirely into photo manipulated assets as opposed to hand-drawn assets. This will hopefully cut down on production time and speed up asset creation so that hand-drawn assets like those of the characters will have ample time to be made.

This week also marked the completion of all objects for the gestural baking game, like ingredients and utensils, with only the background remaining for work to be completed on. As needs arise during implementation and testing, however, we'll also be tweaking the art assets of the game if need be.

## Programming

Jerry has continued his work on the gestural baking game, with limited interaction available - the game now recognizes putting an object inside the bowl, or on top of the cutting board. He has also been bug-fixing, as well as adding hitboxes (which detect collisions in the game). All of this work is the programmatic foundation of the gestural baking game, which we will continue working on bit by bit.

With the logic puzzle game, Sophie has taken the very large step of starting implementation on the assessment framework for it.

## Design

Feedback given by the teachers and Sunil from last week indicated that including writing prompts into the game would increase the pedagogical value of the game - while these prompts would not be assessed by our game, they could still be integrated and given off to instructors to grade. With approval from our advisors we've decided to put these in.

With the input of our advisors from process grades last week, we were made aware of the impression that our project, though meeting the specifications of our client and treading new ground in combining more novel game mechanics together with language assessment, was not pushing the bar enough and going to the "next level" in terms of ambition for a student driven research project at the ETC. With this in mind, the team worked on brainstorming possible new features or games that would push the bar a little more on our project. We came up with three ideas:

*First*, adding social network integration to the writing prompts. These would be only for creative prompts where the student answers an open-ended question, so that students can share their fun answers with their other classmates.

*Second*, creating a branchable subplot whose outcomes are determined by how many students complete a puzzle/question within a time limit. Example: Ana needs a cure for a incurable disease. 30 students need to complete a part of the assignment within the next 3 days or she doesn't get cured by the next episode.

*Third*, having a larger puzzle with pieces and clues held by different students, who can only complete it by coming together.

The last two have emphasis on class-wide participation in order for a condition to be met - this is not a common thing seen in educational video games, since most of them are focused on working with individual students. We feel this is a novel space to explore and a boundary-pushing idea to implement, only afforded by the fact that our target platform, McGraw-Hill Connect, is directly constructed around classes of students.

## Looking Forward

Much work will need to be done in both design and implementation by introducing new features at this time in the semester. With half-semester presentations coming up the week after next, we will be focused on creating a presentable deliverable for our faculty and peers.