

Back and fresh-faced from many various trips, we've all been very hard at work preparing for 1/2 presentations next week. 1/2 presentations mark the mid-point of the semester, as well as signaling that only a month is left before Soft Opening where we'll need to have all of our work complete and ready to show off.

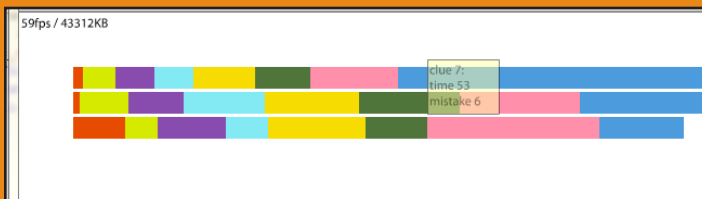
Programming

Jerry has been doing double work by both implementing the gestural baking game as well as creating and implementing UI assets. One of the more visually stunning things he's done is add a shower of rose petals to the title screen, as if carried by the wind - dramatically fitting!



You can also notice a new style for the "Start" button.

Sophie has been continuing on working on an essential part of the project, which is implementing the background assessment framework for the puzzle game, but has added data visualization on top of it so that instructors will be able to understand it more clearly. We plan on also testing it to see how well people can instantly parse the information being presented.



Art

Rayya has started on creating character concepts, as well as finishing up the last few baking game assets, as needs arise.



Design

Katherine has made writing prompts to be put into the game, as well as worked on brainstorming for the new co-operative game.

Looking Forward

1/2 presentations will be the main focus of next week, as we work to fulfill our goals by then: Having a fully polished version of the gestural baking game, completing UI style, finishing character design and concepts, testing for usability, and locking down arrangements for translation. Next week will be very busy indeed!

Team Katherine James
Rayya Brown-Wright
Sophie Wang

Jerry Fu
Felix Park

Advisors Brenda Harger
Shirley Saldamarco

Client Sunil Bheda,
The McGraw-Hill Companies