

This week marked our presentation for the half-semester, where as a team we talked about our project for fifteen minutes to the entire faculty and student body at the ETC Pittsburgh campus. Much of the time spent this week was devoted to practicing and developing our presentation before we went up on Friday, but we also managed to make a progress in prep for showing our game off.

Design

With positive response from our client, we've decided to go ahead with creating a classwide game in addition to our other four games. In the new class review game, players will drag and drop words from a scrolling body of text, into "folders" like "past-tense verbs", "prepositions", "nouns", and "ordinal nouns."

Players will try to get the highest score possible before the text finishes scrolling. The combined scores of the students will be used to slowly reveal an entry from the main character's diary. This game would take place outside of the main game - instead it's being focused as a complementary piece of content.

During our meeting with teachers a few weeks ago, they expressed the importance of review in language courses. The class review game is just that - review of previous chapters with the entire class.



Playtesting also kicked off this week, with Felix gathering a number of ETC students to playtest usability, namely how easy to play and interact with the games are. An important point of making an assessment game is that it only reflects what is being assessed - that is, Spanish comprehension, and not how well a student plays the game. Playtesting revealed \usability concerns with the gestural baking and

logic puzzle games, which we are actively working on or have already fixed.

Art

Rayya has been finishing up the last of the assets for the baking game, as well as doing character design for a couple of weeks at this point, but this week finished the final designs for Noé, Maria, and Juan Carlos.



Sophie has also been working on art for the logic puzzle game.

Programming

Jerry has made the baking game fully playable from start-to-finish, as we wanted to show it off for half-semester presentations. He made changes and additions as playtesting revealed problems, and also added audio assets that Felix provided. Sophie also updated programming for the puzzle game.

Half-Semester Presentation

Our presentation went fairly smoothly, with an in-depth question and answer session that also went smoothly. We will be able to get a more detailed critique of our presentation after getting the collected feedback from faculty next week.

Looking Forward

Since the presentation is behind us, we're going to be fully focusing on going ahead with further polish, creating more art assets, testing, and also solidifying translation. We have been in contact with a potential translator, and should be starting the process to getting the bulk of our game text translated in the very near future.