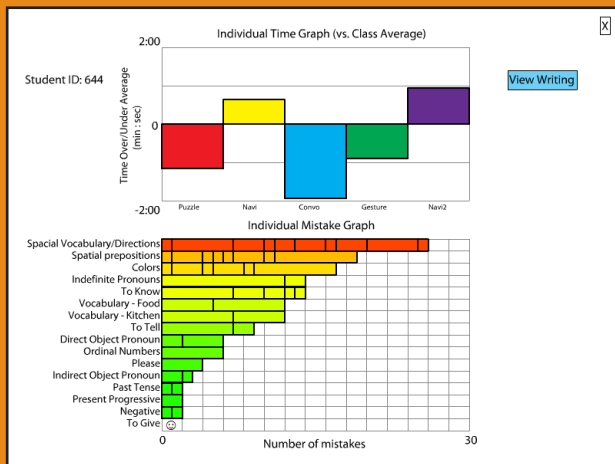


This week we received faculty into our project room for soft opening on Monday. They come in small groups where in an more personal setting we can demonstrate our product and they can give us constructive feedback on how to improve it. Soft opening was a very positive experience, since we were able to fully show every detail in our game and explain in-depth our process throughout the semester.

For the first time ever at the ETC there was also softs on-line, which happened on Tuesday. For softs online, ETC faculty and alumni look at the project's archives as well as their website and videos.

Programming

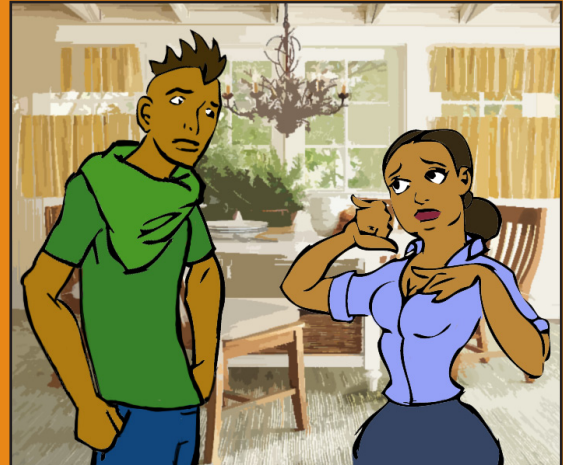
A lot of progress was made on the assessment frontend, with Sophie taking the lead on creating a teacher's assessment view. This view allows a teacher to see the performance of individual students, their writing prompts, and other various data. The view also allows teachers to see the data of the class as a whole - allowing a view into trends that may be occurring classwide. Jerry has also been supporting the backend, writing new functions as they are needed for organizing and calling up the data.



Jerry and Sophie also spent a day commenting the code for use in the archives - this will enable whoever will be receiving our files the ability to understand our code so that they might start work on similar materials.

Art

Rayya has been rapidly completing art assets as finals approach.



As we do the final list of art assets the production of them has been a bit more organized. All assets are now ranked as high, medium or low priority, with high priority items needing to be completed first. Deadlines have also been set for every single item, so that time can be managed more effectively. This has enabled us to produce art far faster than before.

Looking Forward

We are gearing up for the final week before finals, when everything needs to be finished and complete. At this stage, we are very confident with what we have so far, and are also confident we can have a final version done in time.