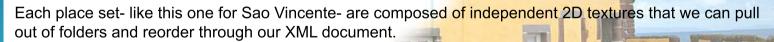## OVERVIEW

This week, we filled out our XML document. The XML document is a piece of external text that Unity (our game engine) reads. The document has the name of the textures and the location of the textures for each of our places. This means that we can rearrange all of our sets without dealing directly with Unity. Should we ever choose to change the sets, there will be no need to alter any of the programming in the app.

We also created textures for UI components that we found necessary after initial user testing. One great concern we had is that the users will not know how to navigate to places. The homepage of our app is a big map of the island, and in order to 'visit' a place, users need to click on the places. In order to draw users' attention and get them to visit places, we implemented a simple text instruction at the top of our screen. We spent hours in meetings trying to decide if there was a more 'entertaining' way to do so. The product of our meetings was a number of excellent ideas that we can implement after softs. Realizing our limited development time, we chose to leave some aspects of the UI with more conventional designs.

Duarte has been working late into the night bringing the app together. This includes everything from staggering the pop-up animations for our sets, to giving the clouds that blow by in the background of cloudy places a more fluid movement.

Alex has also been drafting and re-drafting our protocol for user testing during softs, as well as a questionnaire to help us benefit as much as possible from user feedback.

Each place set- like this one for Sao Vincente- are composed of independent 2D textures that we can pull out of folders and reorder through our XML document.

Plans: Next week, Softs! We already have almost 20 volunteer testers signed up for our spots. The vast majority are locals, which represent 1/2 of our target audience (locals and tourists). We will use their feedback to enhance the usability of our UI and refine our approach to presenting the weather. Our final test will be largely with tourists.

Progress: The app has reached a point of completeness. it now functions with all the core features we have designed- there is a tremendous amount of improvements and fixes yet to do, but the first full iteration is complete.

Alexander Goldman