MEET THE TEAM

We're diving into work on the Minecraft for Learning Project. In this first week, we set up our workspace, chose a name for our project team (Pixel Pushers), had our first client call with MinecraftEdu, brainstormed and playtested the current MinecraftEdu software, and ironed out our primary roles:

Dave Bennett Programmer
Romain Deciron Programmer
Dave Faulkner Designer
Szu Yuan Scott Chen Artist/Designer

Yotam Haimberg Designer/Artist
Eugene Kang Documentation/Sound Design
Anthony Hildebrand Producer

We're also fortunate to have extremely varied backgrounds and skillsets, with quite a bit of overlap. To leverage this, we'll be using a scrum development model going forward, looking to maximize the effectiveness of this strong, large team, with individuals able to bleed into and assist other roles as needed.

STARTING OUT

Our first client call was productive – we have a lot of places to go, so we're looking to start running right away and start finishing the most cost-effective tasks as quickly as possible. To that end, our tasks for next week shall be:

Examining defined problems, and beginning to tackle at least one:
- Adding/using block metadata in-game, statistic tracking for an evaluation tool, improving launcher and game UI
- Identifying MinecraftEdu wiki trouble spots, beginning to clear them up
- Working on our team's printed materials and website

In addition, we've reached out to another ETC project team about using their client for future playtesting, and also have a promising lead on a local school district that would be thrilled to have a project like ours for playtesting there.