

No Weekends in Osaka

On Saturday, Stephen and John had a Skype meeting. They discussed the production of the build videos for that evening and for Tuesday. John informed us that Sunny had resigned from helping us with the project and that Zeina and Li would be taking over her tasks, which include coding for the visual side of EDG Twitter. Amy and Stephen continued working on animations.

No Weekends in Korea Either

Later that day, Cooper informed us that the Expo committee would be meeting on Thursday to discuss the up to date progress and upcoming issues, and that he would be presenting at that meeting. They asked all EDG teams to submit their work by Wednesday morning at 9 AM, which meant that we would have to playtest on Tuesday evening in order to get a video to Cooper for submission in time.

Playtesting

In the beginning of the week, Kai-Hsin and Pei-Lin worked on preparing for the playtest scheduled for Tuesday evening. Kai-Hsin finished the opening and ending scene building, and then began focusing on level building. Dave gave us movie and PNG sequence versions of the aurora and Pei-Lin tested them in our interactive. She sent an email to Cooper to ask about the speaker output, and whether it was possible to output our game sounds to specific EDG speakers.

Stephen wrote a Magic Tiles script with all of the timing, music, and sound FX cues and gave it to Kai-Hsin and Pei-Lin. He finished the adult polar bear UV unwrap, baby polar bear model and UV unwrap, and gave both of them to Montserrat for texturing. Montserrat began completing four textures per day, which is one more than her previous three a day. She finished the adult and baby polar bear and penguin textures. Amy and Megan gave us their new animations to put into the game. Adam sent us the first draft of the music.

It's here!

Last week, Pittsburgh shipped an ATI Radeon graphics card to us and it arrived around noon on Monday. Everyone cheered when the FedEx delivery man arrived at our door with the package. We immediately tore the box open and unpacked the card. Pei-Lin plugged the graphics card into her computer, and successfully completed a four monitors test. Ruth's code helped to remove the border from EDG Twitter and make it full screen.

Playtesting (continued)

Unfortunately, we were unable to complete the build by our designated playtest time on Tuesday evening, so Kai-Hsin, Pei-Lin, Stephen, and Jennifer decided to stay at the office overnight to finish it. Montserrat had finished her textures by 10 PM and went home to rest because she was sick. Kai-Hsin coded all night and into the morning. Pei-Lin got her tests completed and working. Stephen and Jennifer created tile textures all night. We decided to playtest at around 6 AM on Wednesday morning. Unfortunately, setbacks arose in the form of bugs in the coding and we were not able to complete our playtest as hoped. On Tuesday evening, Cooper emailed the team and said that the date of the presentation to the Expo committee was changed to Friday, but that all EDG teams were required to submit their works by Wednesday morning as previously scheduled.

Meeting with Pittsburgh and Cooper

On Wednesday morning, the team held a Skype meeting with Pittsburgh and Cooper. We discussed the progress on EDG Twitter Magic Tiles and their respective build videos to be shown at the Expo committee meeting.

After the Skype meeting, the Osaka team returned to work on Magic Tiles. In order to buy some time, we sent a draft video early in the afternoon to Cooper to give to the Expo committee. Afterwards, the team worked to get Magic Tiles ready for playtesting that evening. After the build was completed, the team went to the playtest area and conducted the playtest in under an hour. The playtest included a test of using two cameras at once. Stephen edited the video together and sent it to Cooper to pass on to the Expo committee. The Pittsburgh EDG Twitter team also sent in their video. Both teams made it just in time!

Next Steps

On Thursday, the Osaka team met to view the two interactions together, and to discuss the next steps for Magic Tiles. From now on, the main goal is to make the interactive visually cohesive and super polished. On Friday, Kai-Hsin began cleaning up the code that was created for generating the test videos. He also started to work on making the transitions between the levels. All of his remaining work is polishing the interactive. Pei-Lin and Kai-Hsin had tested inputting the PNG image sequence, and decided that it might be a better choice for the aurora and background. When we get the new files from Dave, we will implement them in our game. Stephen worked on descriptions and examples to give to Dave and John to show them exactly what we want for the background and aurora. Montserrat worked on finishing the progress bars for the North and South Poles, animal icons for the bars, and images of light that will encircle the animals after they are revealed.

Next Week

On Tuesday of next week, we will be conducting a large crowd naïve guest playtest in order to show GL and the Expo committee how our interactive reacts to a large crowd interacting with it. iMedio and the ATC have provided a great deal of help in finding playtest guests. We will collect feedback from our guests and apply it towards improving Magic Tiles. The team is working this weekend and early next week in preparation for the playtest.



Team

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