

Magic Tiles

As our Polar AR interactive has changed from the previous concept of rescuing the polar bears, we have chosen a new working title of "Magic Tiles."

Playtest, Playtest, Playtest!

With a playtest scheduled for Tuesday, the team began preparing for it at the beginning of the week. Kai-Hsin worked on preparing the Polar AR scene, and Pei-Lin worked on the tile layout. Stephen unwrapped and textured the bear so that it could be placed into the scene. He created a balloon model and texture so that the bears could stand on the balloons.

During the playtest on Tuesday night, the team found that the tiles responded extremely quickly to movement through the interactive zone, and that revealing the bears on balloons was both simple and fun to do. The team played through the experience five times to video capture different ways that the users would play with the tiles.

On Wednesday, Stephen edited the playtest video together and sent it to Cooper to show to GL and the Expo committee. Kai-Hsin continued working on the programming for the game system, and Pei-Lin modified the animations.

Textures Galore! and Other Artwork

Over the course of the week, Jennifer and Montserrat textured the seal and penguin models. Stephen began unwrapping the arctic fox in preparation for texturing.

On Thursday, we received an email from Cooper with feedback from GL and the Expo committee regarding the design direction that we are taking for our Magic Tiles interaction. They approved the penguin and seal models, asked for a redo on the bear and cubs, and are holding their opinion on the arctic fox. For next time, they asked us to show them the interactive mapping and creature animations. In essence, they like the direction that we are taking for our design.

Programming Time

On Thursday, Kai-Hsin and Pei-Lin worked together on writing a script for the interaction that describes in detail the entirety of the interactive experience. We can use this document to figure out what the program needs to do, and consequently, what programming tasks need to be done in time to meet our internal deadlines. Kai-Hsin also set a goal to complete some Unity programming every day, and this is also to ensure that we can hit our target.

Whenever questions have come up from Pittsburgh regarding Sumi Twitter, we have answered them to the best of our abilities, and there are also several students in Pittsburgh who are helping us as well.

Animated Movements

Stephen emailed Megan to discuss the model animations, and requested that she complete a penguin animation. He also asked her to Skype with us on Monday night. Amy will do a polar bear animation to be added to the scene on Monday.

Feedback from GL/Expo Committee

The Expo committee suggested a meeting for next week on Wednesday in Yeosu. The IT team in the committee wants to test our work, especially Sumi Twitter. They asked about the first draft of the video for the non-interactive zone, and when it can be tested on the EDG LED screen. They also asked about when we are planning to test on a machine with graphics cards that will support four screens. Our camera installation date is not fixed yet, but we need to get that settled as soon as possible so that we can schedule our trip to Korea, test Magic Tiles in Yeosu, and hopefully have enough time to fix our interactive before the end of March.

Next Week

We will continue working at full speed on the artwork and programming for Magic Tiles. We have a playtest scheduled for next week, which will most likely take place on Tuesday night, as we have to produce a playtest video result by noon on Wednesday.

Team

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