

Magic Tiles Playtest

On Monday, Kai-Hsin and Pei-Lin worked on the tech demo for Magic Tiles. They switched out the polar bears from our last playtest out of the scene, and replaced them with our animated penguin model. After the penguin was brought into Unity, Kai-Hsin found that only the penguin's umbrella was visible, and the penguin was nowhere to be found. Having to revert back to the polar bear version of the Unity scene required Kai-Hsin to remove the penguins and reinsert the polar bears back in.

On Tuesday, Kai-Hsin continued working on the Magic Tiles playtest and animations. Pei-Lin focused on the tiles and making them fade in and out in the scene. The team conducted the playtest later that night, and recorded Fraps of the test that Stephen put into a video and gave to Cooper to pass onto the client to show the progress we made since last week.

An Artist's Life

Stephen worked on the new polar bear over the course of the week. He modeled and unwrapped the model.

Montserrat and Jennifer worked on animal textures. Montserrat prepared a PowerPoint presentation to use to present our penguin and seal textures to GL. Montserrat finished the texture of the fox, and sent them off to Cooper. She also began designing a method of informing the guest about the fact that they have yet to discover all of the animals located in the playable area.

Amy tested rigging for quadrupeds. Stephen, Amy, and Jennifer met over Skype with Megan to discuss the South Pole animations. She finished the new arctic fox model and started unwrapping it for texturing.

Megan worked on the seal animations, and made a first pass animation along with idle animations. She fixed the geometry of the penguin that was giving us issues and rerigged and rewrapped the model. She completed a first pass animation for the penguin and penguin chick.

EDG Twitter Playtest

On Wednesday, Kai-Hsin worked on making an EDG Twitter build, so that he could inform Ruth about whether the playtest can be run from Osaka. For the new executable build, since Ruth was doing corrections, she suggested that we use the old build since we are only testing the Twitter functions during the playtest with GL and the EXPO committee. Pei-Lin worked on the animations in Magic Tile.

On Thursday, the team attempted to hold an EDG Twitter playtest with GL and the EXPO committee to show that the technology for our interaction works. Unfortunately, later that afternoon, we received word from Cooper that the playtest had not gone well that day. The exe did not display any of the tweets that were made during the test. Cooper made an excuse as to why the tweets did not show up, and asked for a second playtest with GL and the EXPO committee to be held on Friday. During Thursday evening, Kai-Hsin and Cooper worked together to troubleshoot the exact reason why the playtest did not work. We have determined that the issue could be due to a firewall around their building. However, it is difficult to figure out a definite reason for the blocked connection without being able to work with the exact computer that the executable is running on for the playtest.

On Friday, Kai-Hsin stood by during the second playtest with GL and the EXPO committee. The client was satisfied when they saw their tweets show up on the screen.

Four Screen Testing

On Thursday afternoon, Kai-Hsin and Pei-Lin went with Salvador to NEC to test outputting to four screens. As both of our interactives need to be output to four screens with different resolutions from one machine, we have been looking at potential solutions for our problem. Since NEC runs Project NEST at their research lab on multiple screens from one graphics card, we asked for permission to go there and test, and they kindly agreed. They managed to get EDG Twitter to display on four screens, so now we need to buy the card and do further testing.

Large Crowd Filming

After the tests at NEC, the trio went to Umeda station to film a large stream of people for use in our next Magic Tiles playtest video submission to the client. On Wednesday, Pei-Lin had tried filming a crowd of people at the ATC, but we later found that the footage was unusable due to the fact that she held the camera by hand rather than using a tripod. The camera shake meant that the program would consider all pixels to be moving pixels, thus all tiles would be flipping all the time.

Fire at the EXPO Site

A fire occurred at the Yeosu Expo site this past Wednesday. It destroyed 500 square meters of a vegetation mat covering the roof of a three story building. No casualties were reported. Although the EDG LED screen was unharmed, the same cannot be said for the electric cables, which will delay our testing on the big screen until the beginning of April.

Halves Presentation

The team will record themselves on video talking about what they have accomplished thus far and what challenges and learning have taken place. Everyone wrote their own script, and the filming will be performed on Sunday. Stephen will compile the PowerPoint presentation and video recordings together into a video that will be sent to Pittsburgh on Monday.

Over the Weekend and Next Week

Due to the playtests consuming most of their time this week, the programmers could not focus on achieving their week's goal of building the game so that it can run from beginning to end, so this weekend will be used for completing that task. Next week will be used for polishing the interactive. In addition, tests will be conducted to detect the reason for the blocked Internet connection in Korea. In terms of the artwork, the artists will discuss a style choice for the animal textures, and several of the previously submitted textures will be selected, tweaked, and polished for use in the final interactive. The animations will continue to be worked on and polished for implementation in the game.

Team

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