



Getting things Growing!

Overview

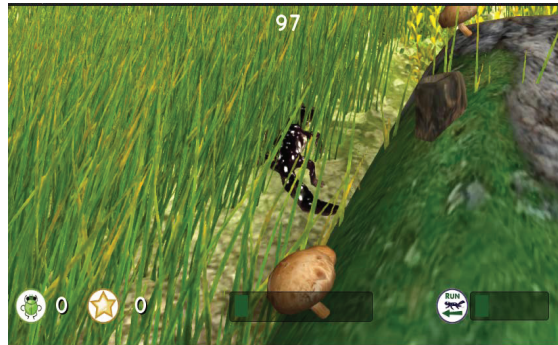
This week has started off with a bang! Monday we had our halves presentation where we presented what we have completed so far and talked about how we got to where we are now. The rest of the week was spent reviewing our demo so far. Now that we have so much of our experience finished we want to make sure everything is top notch quality!

Halves Presentations

For halves we covered what our project was, the steps we took to get there and our progress. We were very fortunate to have had the chances we have to play test so far. It gave us some very valuable data and it helped illustrate how we got to our current product.

We also successfully preformed a live demo. Original we had some worries that the live audience could cause some issues with how the Kinect might work. We got to test with a handful of people the night before and had no problem and when it came to the real thing, the experience ran wonderfully.

We got some wonderful feedback and questions to improve our experience.



Fine Tuning

Gestures

One thing we had on our mind before Halves Presentations was our gestures. It is something we have been testing a lot and are hoping to get just right.

The set of gestures we have been using have come a long way but we want to make sure there are as few errors as possible. We ran into some problems with taller people during our playtests since changing our lean gesture into a hand gesture. After getting feedback from facility, we believe it might be a good idea to sit down and get the opinion of people with experience tackling the gesture mechanic. The team is now planning to set up more testing and brainstorming.

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Inspiring the Imagination



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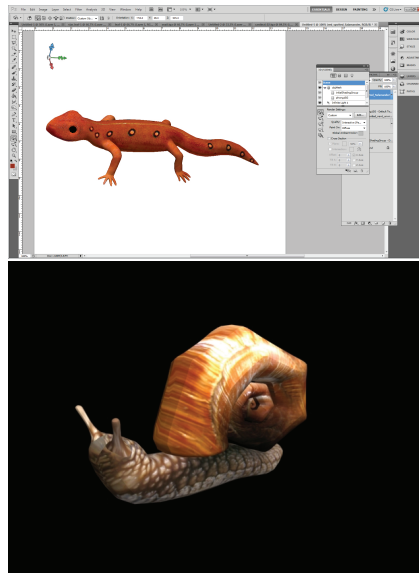
Completing the Experience

Since halves we have been focused on giving our work a good look over. Before we move on to starting zone two and the dragonfly experience we want to make sure that everything we have done so far is robust and complete. This means testing, testing, and testing.



Getting Started

When we aren't tweaking and improving zone one, we are working to layout the ground work for the rest of the experience. We have been working hard to make sure everything is in place to start zone two and the dragonfly experience. One concern that has been brought up is scope. Because of this we want to have the best game plan possible to address the task.



Conclusion

The semester is half way done but we still have a long road ahead of us. With the approaching April installation we want to get all our ducks in a row and make sure we have good footing to finish out the rest of the project.

What's next

Next week we will be sitting down with tunes of feedback and a list of things to fix. The week will be spent focusing on improvement and proper structuring of the new zone.

