



## Getting things Growing!

### Overview

This week has been focused on working on improving the experience. We want to get a well-polished beta done in time for our hardware installation. We have also been working to get things rolling on the production of the rest of our experience. Before we can do that we have been focusing on working on some bugs.

### The Experience

The experience is becoming closer to the finished state that we want. Things are moving smoothly with the completion of our overall look and feel, we are now working to redirect energy to polishing the flow of some mechanics.

One of the main things we have been focusing on a lot in the past few weeks has been gestures. We think that we have gotten really close to pinning down what some of the problems have been. One thing we are worried about is making sure that the controls are easy as well as having a strong feeling of purpose and connected to the movements you are making.



One thing we have found was that the disconnect people were feeling while using the gestures wasn't completely caused by the gestures themselves, but the feedback they were receiving. We've made some changes to the timing of animations to fit the timing of the gestures smoother. We are also working on getting more audio feed back.



#### Team:

Noe Barragan  
Sarah Wang  
Sandi Chakravarty  
Samantha Collier  
Valerie Sofranko

#### Advisors:

Mk Haley  
Mike Christel

Oglebay Institute



*Inspiring the Imagination*



## Getting things Growing!

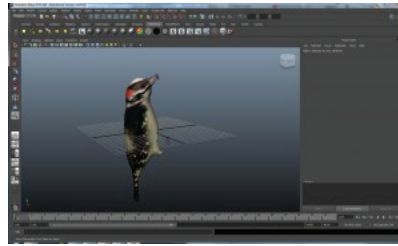
### Zone Two

The last half of the week was focused on finalizing the direction of zone two. After having a sit down about gestures, we had a design meeting on the game elements of this piece. We also focused on getting our assets together. At the same time were finishing this zones environment. We are hoping to incorporate different game play to make this portion of the experience stand out from zone one.



### Dragonfly

While we have started working on zone two, a portion of our team has been focused on getting the dragonfly experience started. Since we will be using the same environment, most energy has been spent on finishing the model with animations and to getting the dragonfly working in the scene with gestures. We are also working to get a script started for the experience.



### Conclusion

While we are working on wrapping up zone one we are hard at work getting the rest of our experience started. We are hoping that the work we have done to tackle problems with the first zone will help smooth out the implementation process of the rest of the experience.

### What's next

Next week will be focused on finishing any changes we need to make to what we have so far. Also we will be preparing for the approaching installation.

