



Getting things Growing!

Overview

Its getting closer and closer to Soft Opening. That means the team has been very busy finishing things up. By Soft opening we need to have our whole experience finished and ready for review by the staff. Other things on our plate to finish are documentation and videos. The next two weeks are going to be very busy times for the team while we complete these things, and continue to finish the experience and test.

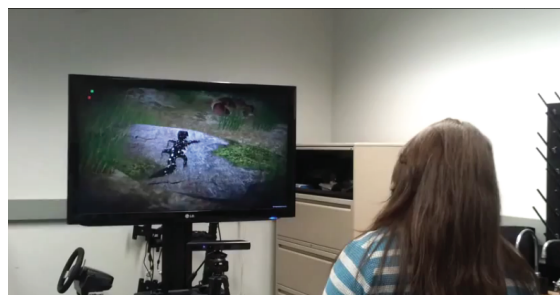
Testing

Now that we are getting down to the wire, we are stepping up our amount of testing. We are wanting to send off a build that is as strong as possible, as well as have everything at tiptop shape by softs. To do that we are testing with a few different groups of people. We are continuing to get children and naïve testers to try our builds but we are also getting fellow ETCers to test.

What we are hoping to gain from this is having the opinions of the average user while comparing them to the more focused comments from developers.



We are hoping that this information from these tests will help us better improve our experience. We are also planning on setting up further testing with more children as well as running some solo and focused tests at the Schrader center. Now that we have done a good bit of testing here at the ETC we are looking forward to the on-location tests.



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Inspiring the Imagination



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Completing the experience

This week we also got a lot done with finishing the rest of our experience. We now have the slimy interacting with the different salamanders in zone 2. We are now working to get all the start and ending UI working with the experience. We also have the dragonfly moving around the environment. Most of our time will be spent polishing what is left as well as getting final audio in.



Kiosk and cards

This week we also finished up some things with the kiosk. We have decals designed waiting to get made and applied. We also had the folks from Electrical Owl stop by to install some final pieces. We now we working speakers in our kiosk. We also have a system in place to add new cards. We even have some nice designs to add flare to the cards themselves. The team is planning on doing some tests with the kiosk this coming week before we ship everything off.



Conclusion

Things are on there way to finishing up. We still have some bugs we need to spend the next few weeks fixing and polishing. Next week we go to the Schrader Center to make arrangements to set up. From this point out it will be a race to the finish and we'll continue to work at full steam until the end.

What's next

Next week we will be continuing to finish and polish our work.

We will also be making a trip to Oglebay to plan out our installation the following week.

We will also be doing as many play tests as possible.

