



Getting things Growing!

Overview

This week we finished our installation at the center. All things are in place now which includes the kiosk, the main computer, the kinect and the 5.1 sound system. Installation went smoothly and we were lucky to playtest with couple of kids and the Naturalists on the Oglebay staff. What's left for us to do now is put more polish into the finished zones(zone 1 and dragonfly) and get as much playtest done on zone 2.

Zone 1

Based on the feedback we received from playtesters at ETC, at Oglebay and our advisors there are a couple of things we will be changing. Firstly we are balancing the sound levels so they behave nicely with 5.1 surround sound. We are also putting a better visual cue when you win or lose the snake boss fight at the end.

Zone 2

We are gearing up to complete zone 2. What's left are UI changes, tweaking gameplay variables based on playtest and more polish. Right now we are in good place to complete the zone 2 this week,



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Inspiring the Imagination



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Zone 2

Dragonfly zone is getting a lot of attention . Everyone seems to be enjoying it a lot even though you don't have any set goals to follow. We did receive good feedback for this. People wanted to control the falling down and some felt the controls was too difficult . We did get another interesting feedback where the playtester felt that the difficulty in controlling the dragonfly added to the game-play value. We plan to do a bunch of playtests before we fix the variables.



Soft Opening

We have our soft opening this week. This supposed to be the phase where our product is in beta stage. Faculty will be coming and trying to see the level of polish and details on the game and also provide valuable feedback. We are well prepared for our softs and we plan to demo our experiences with reduced game time limit.

What's Next

We have zone two to fully polish and put finishing touches to zone one and dragonfly.

