



## Getting things Growing!

### Quarters

This has been a pretty big week for team SEEC. We started off the week by preparing for Quarters. We spent a good bit of time Monday and Tuesday making sure our demo showed enough to convey our concept. Not only did we want to have a working demo but also completed storyboards and experience flow charts so we could get feedback on the full experience.

Right now is a very important part of the semester when any feedback can be fully implemented. During our presentation we got some wonderful feedback on how to better build our experience and ways to make it easier for us while developing.

### The Feedback

#### 1. The Mechanics

Some of the feedback we received on our demo was based on the game play. One thing that was pointed out was the gesture system. The gestures being one of the coolest features of the Kinect, it was suggested that we explore more unconventional movements. If we wanted to visitor to play as a salamander, why

not make the visitor do crawling motions? With this feedback we are currently looking into new ways of approaching the gestures. We are hoping that future testing of our demo will also help give us a better idea of what gestures people enjoy.



#### 2. The Experience Flow

Another thing that had come up during presentations was our approach to the experience we are building. The biggest concerns have been on how to make it engaging, fun and informative. Some other things that played into this were the length of the experience and how we should build the purpose around that.

#### Team:

Noe Barragan  
Sarah Wang  
Sandi Chakravarty  
Samantha Collier  
Valerie Sofranko

#### Advisors:

Mk Haley  
Mike Christel

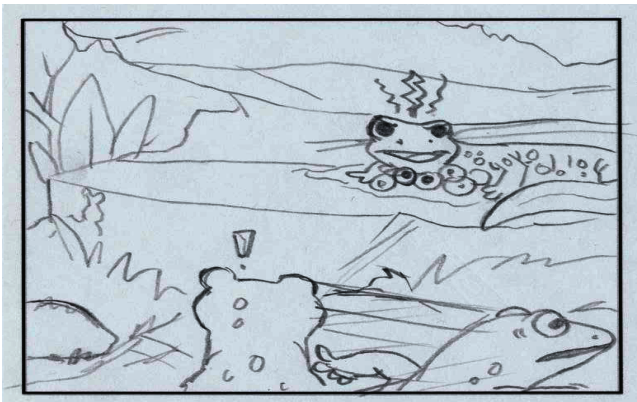
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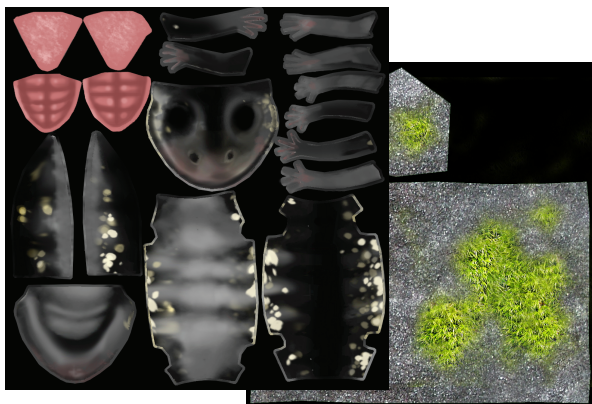


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### 3. Pinning Down Hardware

We also had some good discussions about the hardware we are using. Primarily there was a lot of focus on the difficulties of using a projector system. Mainly due to the amount of light in the facilities and how it will affect the quality of the image. An opinion we have been suggested is the possibility of using a large TV screen. We are working with our client to make sure we make the right choice for the project.



### Switching to Full

With additional feedback from quarters and the help of our advisers, we are making great strides. Beyond the demo and experience design, we have begun obtaining the hardware we need. Next week we are looking forward to getting our kiosk. Aside from finishing up design work we have switched into full developmental mode with mode creation, animating and programming.

### Conclusion

With 25% of our semester complete we have made a considerable amount of progress. We are all excited and looking forward to moving forward in the project. So far we are off to a good start and hope to keep up the good momentum.

### What's next

Next week we are hoping to finalize our hardware needs. We are also going to focus more on developing the salamander experience. There will be a lot happening in asset creation and implementation going on. We will be moving to modeling more creatures, plants and animating our salamander as well as building eating function into Unity.

