



Getting things Growing!

Overview

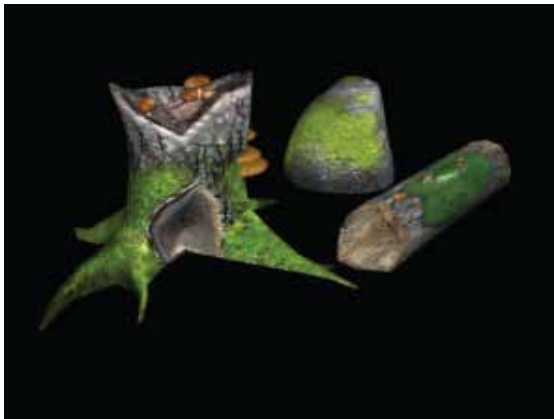
We had a pretty productive week in all aspects of development. Firstly, we have changed a lot of our models and environment to meet the clients suggestions. We also continued to make more models and animation to decorate the whole environment. Secondly, we finished implementing the kinect gestures and we are playtesting them next week with fifth graders. Thirdly, we had a wonderful discussion with Jesse Schell (CEO Schell Games) about our game design. He gave us interesting inputs on boss fights and tactile feedback.

Our progress

1. Models and Environment

Based on suggestions from our client, we changed our models and environments to be more accurate. We added more spots on the back of salamander to make it more realistic and made sure it looked like the species found in Oglebay. We also changed the walking movements of its body's, and we deleted some frames of its lateral sway to make it forage more accurately.

We also continued making new models to put on the environment, such as snake, different bugs and other objects like log, rocks, tree stumps and underbrush.



2. Hardware and Sound

We made the choice of using a large TV screen along with a kiosk in our project. This week the big TV has already been sent to Oglebay for when we will be able to set everything up . With respect to sounds, we already added new sounds to the game.

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Inspiring the Imagination

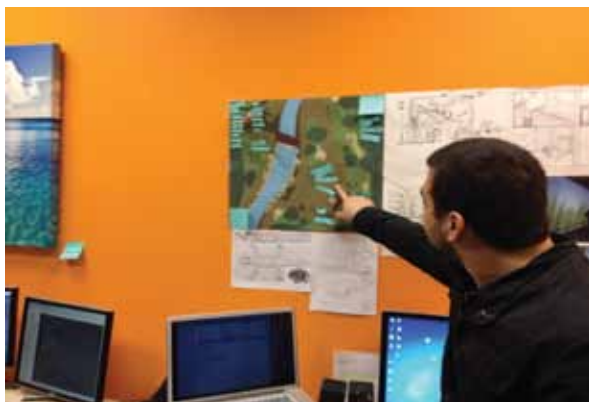


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Since we are going the Mother Nature route, we have been also writing scripts for the tutorial level. We have also recorded a bunch of preliminary voice over to test the sound equipment. We plan to record the final voice by next Wednesday.

Game Play

We had a talk with Jesse to discuss about the game play of our game, and he gave us some pretty good suggestions. First, plastic based toys give good tactile feedback and can be good way to attract kids. He also talked about breaking the experience into two distinct levels. We have one level set near muddy and aquatic terrain and features bug eating and a snake boss fight. The second level features a greener terrain and features a different set of bugs. Also, it will feature the salamander's territorial behavior.



We plan to keep the experience timed, so the objective of the salamander would be to eat as much food as possible before winter sets in (and he has to hibernate). The salamander will also have to be careful about the predators and dangers found in nature.

We plan to put a help menu on the left side of the TV screen, for players to refer to about the animals they meet during the playthrough.

Conclusion

This week (and early next week) we are putting finishing touches on our tutorial level with all the gestures, models, ui elements and voice over. We plan to test this next week (Friday) and simultaneously start working on the level one experience.

What's next

We plan to playtest our game among kids next Wednesday. We will divide the kids into two groups to test our game twice with two different sets of gesture to see what feels natural. We will be starting our work on level one experience and also finish voice over for tutorial level next week.

