



Getting things Growing!

Overview

There is a lot happening for team S.E.E.C this week. We started the week by polishing our tutorial stage. Wednesday we got to play test with 26 wonderful kids. The same day we got our kiosk and wrapped up our week with planning the foundation of our zone 1 and nailing down the experience's game play.

Our progress

1. Tutorial for Salamander

For our experience we were wanting to make sure that anyone who comes to play it will be able to easily understand how to use it. To be able to do this, we felt it would be best to start off with a tutorial state that will walk our players through the controls.

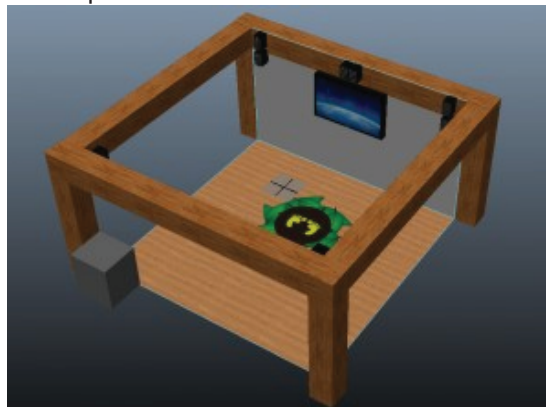
For the tutorial we start off with a introduction by mother nature. Next you learn step by step how to do different gestures to control the salamander and it finishes off with eating a bug.



assets created for tutorial & zone 1

2. Play Testing

We were very lucky to have the chance to get to play test this week. It was perfect timing since we were just completing our tutorial. We got a chance to test our gestures and how variation in height affects the kinect. All in all we got tons of very useful data that we will use to better our experience.



rough mock up of area in maya

Team:

Noe Barragan
Sarah Wang
Sandi Chakravarty
Samantha Collier
Valerie Sofranko

Advisors:

Mk Haley
Mike Christel

Oglebay Institute



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3. Kiosk

This week we received our kiosk from Electric Owl. The kiosk has a very nice polished black finish. We are currently discussing what is the best option to customize it.

Now that the kiosk is here, we have beginning to look into the what sort of development we are going to need to do to get our other pc networked with it as well as installing the RFID scanner and developing the interface.

4. Zone 1

For the salamander experience we have narrowed it down to take place in two different zones or environmental areas.

This week we have focused on getting as much fleshed out as possible. We currently have our environment as well as improved walking system. We are now planning the foundation for our scoring systems. Now we will just be finalizing the flow of the experience.

Conclusion

We are well on our way to halves with our production schedule moving fairly smooth. We will be doing some polish to our tutorial but are focusing on the goal of having our zone one experience finished for halves with our forgetting about kiosk development in the future.

What's next

We plan to spend next week finishing zone 1 of our salamander experience. We can hope to play test and make improvements the following week.

We are also beginning to develop for the kiosk and finalize any needs we have left for our set up.

