

Newsletter: Week 8

In this week, the whole team are working on the rest scenes in the game. In addition, we discussed about re-design the tutorial level process, aiming to increase the user experience, especially for the high school students who have not studied computer science before.

On Thursday, we discussed our game design with Evan Hirsch, and he gave us lots of experience about designing educational games. Particularly, he mentioned that we should concentrate on user experience, and make sure that competitor would get involved and fun in this game-themed competition.

We and PPP team also made two playtests. One is in the Winchester Thurston High School, the other is held in Central Catholic High School. In two playtests, we received lots of useful feedback. The positive stuff are this game is really fun and students are having eagerness to get through all

the problems. In addition, many students knew what to do right away. However, we also found that the opening sequence is difficult to navigate and it is unclear what the player is supposed to do. Also, refreshing the page accidentally proved very annoying.

For next week, we will finish our individual experience section, and design the team experience section. Also, we should change some design owing to the feedback of playtests.



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