

Discovering Nature Through Play

November 10, 2012

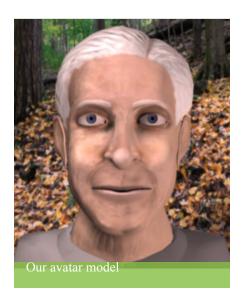


Team:
Daniel Aum
Emmanuel Eytan
Prateek Gudihal
Garret Kimball
Martin Mittner
Christopher Thompson

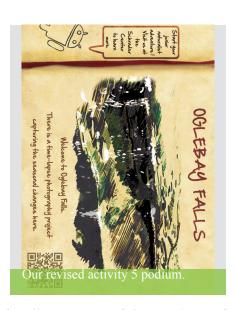
Advisor: Shirley Saldamarco













Discovering Nature Through Play

November 10, 2012

Week in Review

Early this week, we had a team meeting, and adjusted our priorities for sound. Our last playtest revealed that the audio from the tablets was very difficult to hear on site, so instead of recording our script this week, we focused on adding subtitles and instructional animatics to compensate, and moved recording to next week. We've decided to drop the Bug's Eye View, since it has proven too difficult to implement in our remaining time. Our client will be suggesting some alternatives for the Butterfly Garden area early next week, and their implementation will be heavily prioritized.

Art wise, we recieved some feedback from our client on how to improve our podium designs and accompanying text for our target demographic, and are making adjustments accordingly (two of which may be seen on the previous page). Also, our avatar has been modeled and skinned.

Playtest

This Saturday, we playtested at the Children's Museum of Pittsburgh, to see what effect the addition of subtitles and instruction animatics had for the guests. We discovered that the guests sometimes confused the animatic for the activity itself, which we plan to solve by adding a clear label. We also need to make one or two of the buttons pop more from the background.

The Coming Week

Our focus for the next week will be on getting the final activity and podium ready, recording dialog and syching the model's animations to it. After that, we'll focus on general polish in preparation for Softs.

This is a shot of our AB Brooks model., which will serve as an animated trail guide for our guests.

