

Discovering Nature Through Play

November 30, 2012

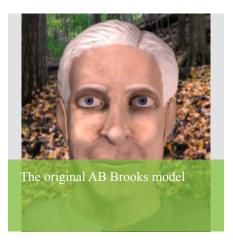


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Week in Review

Monday was our Softs Presentation, where we showed the faculty our current progress. They were overall very pleased with our progress since halves and the project overall; however, they felt the animated avatar fell into the "uncanny valley" and would require significant work to bring it to where we wanted it to be. While some of the tweaks suggested were fairly simple (adjusting lighting, for instance), we simply do not have the time to make all of them before Finals if we want to ensure quality. What we're doing instead is rather than lipsync, we want the avatar to move between static poses during the audio. We've also adjusted him to look slightly less realistic, which seems to help.

On the programming front, we've been looking for bugs and crashes to fix, and making the app more resilient if a crash should occur. The faculty also offered some suggestions to improve

the UI's overall flow, which are being implemented for Finals. We have also been setting up the SEEC podium, which we brought back with us during our last playtest at the Schrader Center, so that the intro and outro can be triggered from the tablet.

The Coming Week

This coming week will be our last week before Finals. Our focus, as with this week, will be firmly on polishing the experience as much as possible.

This is what our avatar looks like now. Making him a little smaller and softening him a little does a lot to make him look a bit friendlier than the previous version.

