



SEECQUEL

Schrader Environmental Education Center: Question. Understand. Excite. Learn.

Discovering Nature Through Play

September 14, 2012



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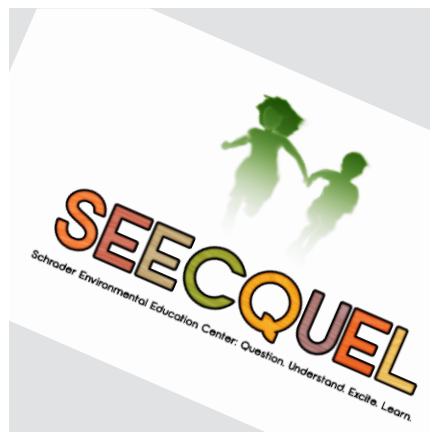
Imagining the Imagination



ETCglobal
Carnegie Mellon



Our poster's current progress.



The team's new banner!



Our About the Project touchscreen.

For more info visit: <http://www.etc.cmu.edu/projects/seecquel>



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Week in Review

This week, we received feedback from our client that his staff was also in favor of the Nature Quest idea, and we began prototyping toward it. Our programmers did some digging, and provided proof of concepts for everything we need Unity to do except for the onscreen compass, which can be done with a plugin. Our art progress was slowed a bit this week due to illness, but we are confident it will not adversely impact our deadlines. Our logo has been completed (and is at the top of the page). We have also made good progress on our touchscreen (pictured below). We created a potential story for our experience, which we plan to discuss with the client at our meeting tomorrow. The team would also like to thank Anthony Daniels for meeting with us and

providing valuable feedback on our experience design.

Client Meeting

Instead of Skyping our client today, we will be visiting SEEC again all day tomorrow as we scout potential sites for the podiums, which in turn will shape the content and side quests offered by scanning the QR codes.

Going Forward

Next week is the last week before quarters, so we will be finishing all our branding, and pushing to have as complete a prototype as possible.

Here is what our touchscreen currently looks like. Once finished, there will be a few more podiums, containing information about the project's goals and design.

