

STEMPOWER NEWSLETTER

WEEK 5 - QUARTERS

This week the team finished work on the Quarters build of our prototype, which we used to present our current game design to the faculty at our Quarters presentation on Wednesday. Leading up to Quarters, John finished the logo for our game, Sleepy Busy Planet, shown on the top right. Meng continues to make great progress modeling and animating our sleepy, busy characters. Each character has their own specialty they bring to the table, much like each of us on the Stempower team. Soon they will be brought to life in our game, collaborating to work on their own secret project!



Above: Our game's logo
Below: Sleepy Busy Cast Members

The Quarters presentation itself went well. We received a lot of constructive feedback:

- Jesse Schell and Brenda Harger suggested we could make the experience more of an exploration focused toy instead of a game. We weighed the pros and cons of this idea on Thursday and still like our current design since it remains very assessable, an attribute the sandbox exploration design does not share. However, the sandbox style toy could still be built from many of the parts we'll be building for our current design, so we could potentially include this sandbox mode as a stretch goal that we can consider making after Halves.

- John Dessler felt it would be important for us to have someone from outside of the ETC to report to and urged us to continue our search for a replacement client. Scott Stevens mentioned that we might find exactly that kind of stand-in for a client we are looking for with DARPA and he is in the process of helping us make contact with them now.

We finished the week assessing the faculty's feedback and organizing our tasks and goals for a two week sprint starting on Monday. We look forward to digging into full production on our sleepy, busy game!

