STEMPOWER NEWSLETTER
WEEK 7 - SPRINTING AND SPINNING

The team has completed our first two week sprint of Agile development! We're pleased with how it has helped shape our workflow. Our goal was to get our prototype into a playable state so that we can begin playtesting starting next week and feel we have hit that target. You can try out the latest build of Sleepy Busy Planet on the Current Build page of our website. Moving forward, the build on that page will be updated every Friday.

Arnold Blinn, an executive at Microsoft and an ETC Adjunct Faculty member, was in Pittsburgh this week and stopped by to meet with our project team on Friday. We were able to show him our game and got some positive feedback on our progress so far. He also offered some interesting suggestions, such as displaying the earth's rotation from a top view instead of a side view. This would be especially helpful for demonstrating the rotation of the moon around the earth and the moon's phases, so we may revisit this idea later in the semester.

Next week we begin our second two week sprint, which will take us directly into our Halves presentation. We will be focusing on getting ready for playtesting now that our game is in a playable state. John has two groups of playtesters lined up at schools in Ohio and Virginia, and we hope to run remote playtests with them by the middle of next week.

John also has another new lead on more potential playtesters here in Pittsburgh, having recently gotten in touch with Kim Johnson Hyatt from CMU's main campus, who has ties to local schools.

As for continuing development, next week we'll be working more on the user interface and level design. We'll also be adding more details and juicy feedback, where even a small action on the part of the player results in a big, visible reaction by the game.

Some screenshots from our latest build of Sleepy Busy Planet

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