STEMPOWER NEWSLETTER
WEEK 12- SLEEPY BUSY PROGRESS

This week the team continued to tune up and polish Sleepy Busy Party and also worked on preparing for Soft Opening, which falls on the Monday after Thanksgiving Break. At Soft Opening, project teams present their work so far in person to small groups of faculty throughout the day, similar to Quarters presentations. One of the biggest things due for Soft Opening is the 3 minute promotional video. Meng has been hard at work doing animations for the video, which you'll be able to check out at our website on 11/27. Often videos like this will go with an interview format, but we've opted to put a spin on that and have our characters be the ones being interviewed instead of ourselves. You can see a screenshot from the video in progress on the right in the center.

Last week's remote playtest results came in on Monday. We tested both Sleepy Busy Planet and Sleepy Busy Party with a group of 17 third grade students, 9 girls and 8 boys. Only 8 out of the 17 got the pre-test question correct, and 11 out of 17 got the post-test question correct. None of the correct answers from the pre-test switched to incorrect in the post-test. When asked which game they preferred, 11 chose Sleepy Busy Planet and 6 preferred Sleepy Busy Party. The characters were all a big hit, and Professor Cat continued to be a big favorite. We also got a lot of positive feedback about Prankster Platypus, who swoops in on a bungee cord to swipe the clock as a part of the educational scaffolding. We'll be travelling to Upper St. Clair on November 30th for an in person playtest, and John is also looking into a new school in Texas for more remote playtesting later this month.

Work on Sleepy Busy Party also continued this week, focusing more on details like UI layout and animating more elements of the scene to bring it to life. We're nearly finished with the intro animation, and have been planning out and working on assets for the big party that constitutes our ending.

There will be no newsletter next week due to Thanksgiving Break. We'll be back with another newsletter in 2 weeks on November 30th.

A potential new layout for Sleepy Busy Party's user interface
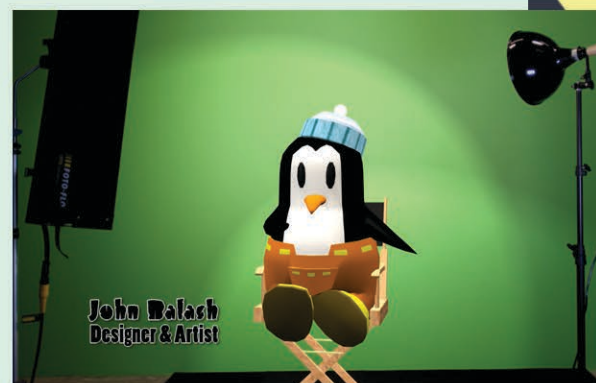
Sleepy Busy Interview Time!

Our title screen, which transitions directly into the game's intro animation.