STEMPOWER NEWSLETTER
WEEK 14 - POLISHING FOR FINALS

As the semester comes to a close we're spending our time on polishing Sleepy Busy Party and playtesting it to make it the best it can be for finals.

We got a lot of useful feedback from the faculty at soft opening and have gotten much of it implemented for a local playtest on November 30th. Four members of the team traveled to Upper St. Clair School District to playtest with a group of eighteen 2nd to 5th grade students. Results should be compiled and available for next week's newsletter, but initial impressions from some of the team members who attended the playtest were very positive.

The new look of the time machine, now operated by Professor Cat.

To address concerns about legibility of the time displayed on the machine on the lower left of the screen, we've recolored it and enlarged it to make the colors stand out from each other better and make it as readable as possible.

We've redone our progress bar showing how much time is left until the party at the end of the game. To further reinforce the sense of progress as the player unlocks characters, we've also added a Friends List that shows how many characters have been invited to the party so far and silhouettes of those who have yet to be invited.

The Friend List helps give the player a better sense of progression.

We're also working to enhance our control scheme to feel more natural, like how spinning a globe with your finger would actually feel, where dragging to the right on the front of the globe and dragging left on the back of the globe would both spin it forward. This feature was not complete for today's playtest but should be in one of our next builds early next week.

The ending of the game is nearly complete. The final steps are to make the ending dynamically display only the characters that the player has unlocked.

Our Sleepy Busy Dance Party ending in action!

Next week we'll share the results of our final playtests and post our build we'll be showing at finals.

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