

WEEK 07 : Xense of Adventure

WEEK OVERVIEW

This week the team cleaned up the audio prototype a bit in preparation to show people at TATRC and NMHM, made the trip to TATRC and NMHM, and also began work on the neuro prototype.

PROGRESS

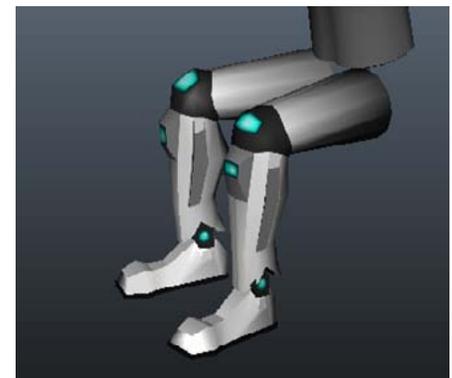
The team decided to tweak the audio experience prototype in preparation for our visits this week. No major features were added, just sound-processing and the wording of text were changed for clarity. Full polish will be done over Spring Break for halves.

The big event this week was a day trip down to Fort Detrick and Silver Spring in Maryland to visit TATRC and NMHM respectively. The team finally got to see the space in which our exhibit will be displayed, which will be quite large and flexible. Moreover, the museum staff have been very accommodating and thoughtful, suggesting ways that our exhibits could be integrated and augmented with artifacts and related media.

The team has also set out the tasks required for the EEG Prototype 2.0, and began making assets this week. However, we were unable to reach our target of having the prototype finished for playtesting by the end of the week. Zeina, our programmer, has been incapacitated by wisdom tooth troubles, and the team has been caught up with finishing other work before GDC.

PLANS

Everyone on the team will be at the GDC next week so work will be suspended until the week after. Though that week is technically Spring Break for the University, the team will come in to make up for time lost; moreover, halves presentations will be right after Spring Break.



Above: Concept for the new EEG experience.
 Middle: Basic model for the EEG prototype.
 Below: Final space where our exhibit will be displayed at NMHM.

