



## WEEK OVERVIEW

This week was technically Spring Break; however, picking up from before GDC, the team continued work on the neuroprosthetic experience prototype and had an initial playtest. We also finally have a design direction for the visual experience, and of course, we have begun preparing for half-semester presentations.

## PROGRESS

The team finished implementing the first portion of our neuroprosthetic prototype:

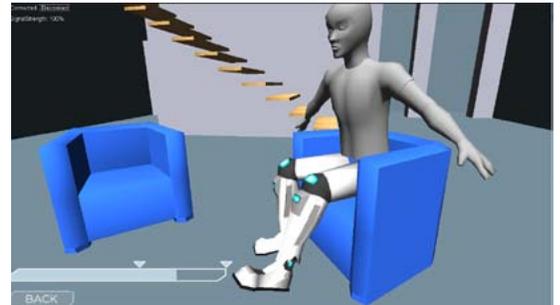
- The GDC MindWave headsets are working very well.
- More art assets have been created, like storyboards for the intro and an environment for the first level.
- Programming-wise, the menu systems are fully implemented and the first level is playable: You can learn to bend the protagonist's knee using the MindWave.

The team was also able to run a small playtest of this current iteration with University of Akron guests who came by on Thursday. The reception was encouragingly positive, and data collected about how long it took guests to finish shows that the current difficulty is appropriate.

Design meetings for the visual exhibit have begun as well. The team is cautious about scope, but we hope that along with the HMD, there will be at least 2-4 objects that the guest can look at and pick up to get the full challenge of having to identify them.

## PLANS

Next week will be the half-semester presentations at the ETC. Our team will present on Wednesday, and we anticipate that preparing and practicing will take up much of the first half of next week. However, we do hope to have all the levels of the neuroprosthetic experience implemented next week in preparation for a full playtest.



Above: Screenshot from the new neuroprosthetic prototype.  
Middle: The folks from University of Akron that playtested.  
Below: One playtester about to fully raise the leg.

