

WEEK OVERVIEW

This week turned out a bit slower than expected due to the onset of other end-of-semester busy work and class projects. However, the team has begun polishing the experiences in response to much of the playtesting feedback from last week.

PROGRESS

The results from last week's playtesting have been promising:

The audio exhibit and its message are extremely clear. All that is really necessary is the re-wording of some of response choices. Our client has also asked that the team somewhat downscale the audio quality in some of the levels as they may be too clear.

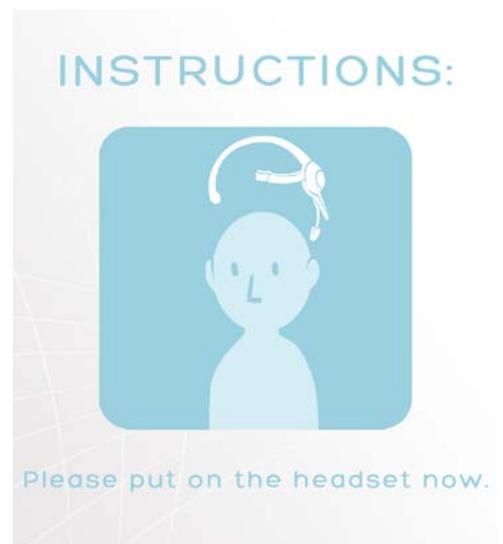
The visual exhibit playtested as expected. As a sandbox experience, there is not too much to ask about. Everything we showed was interesting for to someone, but the client has asked that we lean towards 2D posters and images. The new HMD also arrived this week and hardware can finally be locked down.

The neuro exhibit has needed the most polish: Such minor things as labels for certain parts of the UI as well as clearer instructions seem to be what are causing the most confusion. In particular, the dialogue has been re-recorded so as to be less confusing about the difference between what is actually happening "in-world" and what the guest is actually doing beyond the fourth wall.

The team has also begun preparing documentation for softs that include promo videos, a post-mortem draft, and final website.

PLANS

Next Monday is soft opening, and the team hopes to make a good showing with faculty. Feedback will most likely necessitate more polishing next week before the team can also begin final documentation for handing off the project.



Above: David wearing the new HMD that fits glasses now.
Below: One of the panels of our new neuro instructions which will be animated and more detailed than before.

