

## Half presentation with new demo



Team West-Turn gave a presentation for Halves about our progress and exhibited a live demo of our game. After the presentation, many artists, programmers and designers visited our demo booth. Artists gave great feedback about colors, objects and theme. Programmers talked about Bluetooth connection, plug in and Unity. Designers talked about the jump system, elimination system, item system and the balance of the game. We received over 30 suggestions in 30 minutes, which was an amazingly efficient way of getting user feedback. This time, we couldn't have one on one interview but did a group session with open feedback where we listened and answered questions.

## Next Week

We will start development on our next iteration of the game, which will feature a more defined game mechanic and a tweaked balance system for better experience. We are half way there and we feel like we can do more during the time given to us.

