

Hello and welcome to weTheme's weekly newsletter. This week we took a look at all of our feedback from 1/2 presentations which helped us make quite a few design changes. We are finishing up week 8, and with 4 weeks left until Softs, we have quite a bit of work left ahead of us!

**Feedback**

**A Jornada do Peixe Espada**

In A Jornada do Peixe Espada, we tell the story of the Black Scabbard fish from life in the ocean to becoming a meal. From 1/2 presentations we received more feedback that the message of our story was unclear as well as whom the story is about (the fisherman's journey, a fish in love, a fish that gets caught).



Figure 1 - Fisherman Scene Creation

**Ilha Musical**

Ilha Musical gives the guests the experience of interacting with traditional Madeiran instruments, song, and dance. From 1/2 presentations, we received feedback in terms of our aesthetics. We were told that our background created a high contrast with the foreground which takes attention away from the main "track".

We also received feedback in reference to game design. The game appears too easy and that we should think more about how feedback is given to the players. Lastly, we were told to think of how to control guest movements if we are going to implement traditional Madeiran dance.

**Design Changes**

**A Jornada do Peixe Espada**

Our initial goal for A Jornada do Peixe espada was to show the circle of life and the journey food takes to get to the dinner table. However, one of our biggest concerns with this type of story has always been how to portray the death of the animal. If the main character is the fish, our guests will become emotionally attached and will not want it to die. We also do not want our guests to no longer want to have any remorse for eating scabbard fish.

Because of this, we have decided to focus on the fisherman's role in the journey of a scabbard. Our character is an older man by the name of Vitor Espada, a dedicated fisherman whose love of fishing allows him to experience the underwater world through the eyes of a scabbard.

In order to keep this project within our scope, and prepare for a rough cut next week, we are further developing the story in parallel to finishing all the art assets.

**Ilha Musical**

One of the first changes we focus on in Ilha Musical is changing the color pallet. We wanted to make sure that our guest's eyes focus on the colored path as opposed to objects in the background.

We decided add more color into the background while also changing the fruit in the tree to leaves. We kept the white outline along the track and added a dirt path. In order to visually represent a scoring system, we will grow flowers along the dirt path.

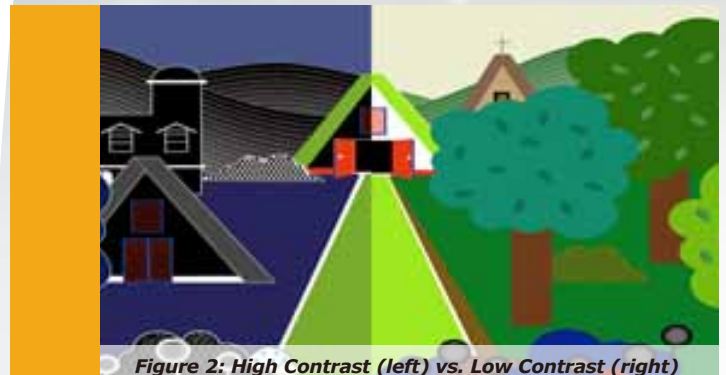


Figure 2: High Contrast (left) vs. Low Contrast (right)

The second change we made was the switch from implementing dance to implementing singing. We decided to make this change because there was not a feasible way for us to measure and track movements within our scope. However, we knew that we could measure sound, in terms of volume and pitch and compare it to the song in the background.

We immediately began work on creating a Sing icon and also capturing sound from a microphone. We were able to find a MIDI file of our song, Bailinho da Madeira, which will allow us to obtain the pitch of the song. In order to help facilitate our guests in singing, we will provide lyrics at the top of each screen.



Figure 3 - Ilha Musical's Sing Icon

We've made a lot of progress this week with our technology implementing four buttons to be used in the kiosk using an Arduino. This approach turned out to be far more complex than we initially thought but fortunately we are now one step closer to having a fully working kiosk in for our interactive experience.

Lastly, we developed our audio interaction that will allow the guests to sing the Chorus of Bailinho da Madeira.

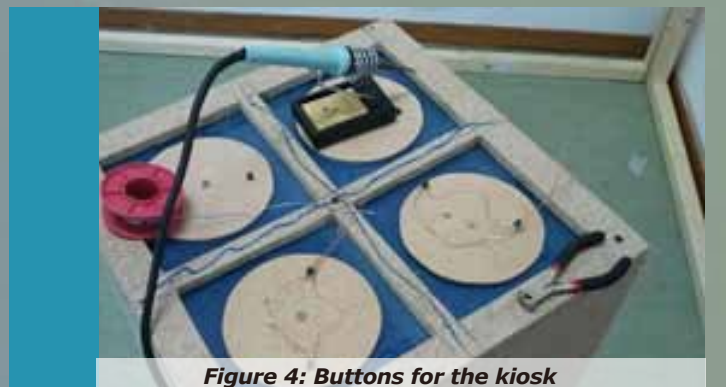


Figure 4: Buttons for the kiosk

**Next Week**

Next week we will have a rough cut of A Jornada do Peixe Espada as well as one completed level for Ilha Musical. From there, we will conduct our second user test for our target demographic.

**Team**

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