

Welcome to weTheme's ninth weekly newsletter! We just finished up our week 9 and conducted our 2nd user test. This week two of our team members left to attend the Conference on Advances in Computer Entertainment Technology in Lisboa. However, regardless of team displacement we believe we still made great progress on our project.

Weekend Work

On Saturday, we all came to the project room to get a head start on the week's work. We would be conducting our 2nd user test, so it was very important for us to setup a more complete experience for our testers. The major focus for this week for A Jornada do Peixe Espada, was to further refine the story and begin creating a rough cut while the focus for Ilha Musical was to complete the experience from beginning to end, implementing a scoring system as well as a tutorial.

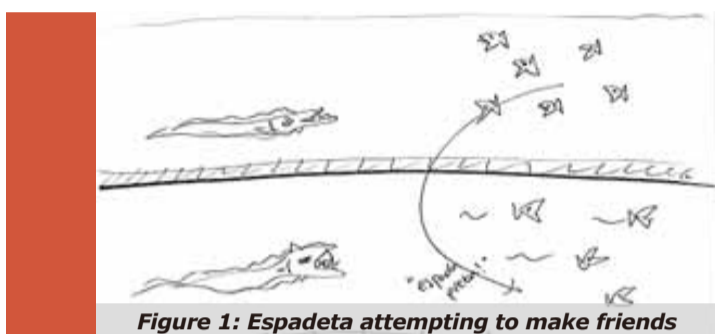


Figure 1: Espadeta attempting to make friends

A Jornada do Peixe Espada

Over the weekend we reworked the story of A Jornada do Peixe Espada incorporating more of a fairy tale story format that we believe is more understandable and appropriate for children. However it was important for us to retain the assets that have already been created.

Because of this, we have balanced the focus on both the scabbard fish as well as the fisherman and have changed the message of the story to friendship regardless of differences.

Our story follows a lonely scabbard fish, his journey to find a friend, and the fisherman that showed him compassion.



Figure 2: Espadeta drawn in water color

Armed with a story, we immediately created a simple script so that the artists could create a detailed storyboard. We also began looking at different artistic techniques for drawing out two main characters: Espadeta and the fisherman.

The rest of the week we devoted to creating an animatic of the storyboard in preparation of our user test. We also continued creating more detailed art assets and animations to begin creating rough cuts.

Ilha Musical

For Ilha Musical our main objective was to focus on an outline of the entire experience from beginning to end in order to test. We first began work on a visual representation of our point system, we felt that having a traditional point system (e.g., Score: 200 points) would take away from the aesthetic quality of our game. However, we still wanted to inform the children of how well they played the game.

Because the guest's attention would already be on the path, we decided to place our scoring system along the path. This led us to create a small stretch of dirt that outlined the path in which the guests would grow flowers depending on how well they are playing.

After integrating the point system, the tutorial was redesigned to take into consideration a sing icon, starting with a quick story board and translating it into a small animated clip using After Effects.

Starting Tuesday, we developed a more finished version of our tutorial, implementing the title screen and animations. We also voiced over all the instructions in Portuguese adding English subtitles to the screen.

Technology

This was a landmark week for our cube prototype. We were able to construct the frame, staple the fabric for the screens and create a custom fit stand for the projectors. In order to improve the angle of vision for our guests we also raised the entire structure 20 inches from the ground. After nine weeks of we can officially state that we have a working CAVE!

The kiosk is also finally up and running allowing us to no longer use a keyboard as our input device.



Figure 3: Title Screen for Ilha Musical

User Test

Friday afternoon, two of our team members will visit Colégio de Santa Teresinha, a school located in Funchal, in order to test the story of A Jornada do Peixe Espada. For the user test, we will be describing the story in an easy to understand Once-Upon-a-Time format followed by a showing of the animatic. The goal of this user test is to see if the message of our story is clear and understandable. We are also looking to see how engaged the children are in the story. This will also work as recruitment for the following user test sessions.



Figure 4: Set up of our cube!

Not only will we test the story of A Jornada do Peixe Espada but we will be able to also test the full experience of Ilha Musical from beginning to end. For Ilha Musical we will be testing the overall flow of the experience as well as the effectiveness of our tutorial in relaying instructions.

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.

Next Week

Next week we will begin analyzing our user testing results and begin to implement some of the feedback into our experiences.

Team

António Candelária
Ashlyn Sparrow
Mário Dinis

António Gomes
Hyunjoo Oh
Monique Park

Advisors

Michelle Macau

Monchu Chen

