Feedback is Nice

We were finally able to gather some good feedback from our target audience. We playtested on Tuesday and Wednesday of this week. Each day we tested with different patients, some who had recently been diagnosed with the disease and others who have had it for a while. We learned about certain animations that needed adjustments, some grammar edits, the difficulty of the medicine game, and some other valuable information. We have taken this knowledge and will be making adjustments to the experience within the coming weeks.

Aside from playtesting, this week we are focused on finishing the medication education section, making more progress on the exercise game, thinking about tutorials for the minigames, and working on the conclusion for the experience. Tim began doing drafts of the tutorials for each of the minigames. There needs to be an easy way for players to understand the interactions in the game without needing outside assistance. Those tutorials are definitely going to need some playtesting. As Arim began working on the art for the medication section, everyone else worked on other aspects of the game. We brainstormed on some ideas for the conclusion of the experience, so Juan made some drafts for the two main ideas that we had. We had also gotten new sounds for the experience. Martin had been hard at work making new background music and effect sounds for the minigames. So far, the sound seems to be working well. The main app background music is relaxing to a point that some people don’t even notice the music!

With soft opening coming up in 1 week, we have to finish up these final pieces of the experience and combine everything together. It looks like we are on track to finish everything in time. Afterwards, we’ll try and have another playtest to verify that our changes were effective.