

## OPENING REMARKS

Hello again everyone! This week we focused on thoroughly defining and understanding our deliverables for our client, brainstorming and pitching our ideas to our client, and fleshing out the best ideas to prototype. We also met internally as a team in order to discuss and define our personal goals for this semester. We believe this will allow us to better customize our operation protocols to suit the needs of our project and teammates.

At the conclusion of this newsletter, you will find our new, tentative, semester schedule breakdown. This weekly timeline will be included in all subsequent issues. We will update it every week as our development process progresses, indicate the current week pertaining to the respective issue, and discuss our work in our weekly breakdowns and challenges. Be sure to visit us online at <http://www.etc.cmu.edu/projects/skylight/>

## WEEKLY BREAKDOWN

As stated in the opening remarks above, this week we focused on defining our goals for this project. We were able to visit the Elizabeth Forward school in order to get questions answered concerning the technical limitations of our platform, the expectations of our client, and feedback on the ideas that we pitched to them. We also met with instructors who offered further input with regard to what kinds of topics should be covered in the math and music games.

Internally, we brainstormed ways to incorporate the feedback we received from our client into the ideas that we pitched to them. We also came up with new ideas that we think may better fulfill our client requirement of scalability across multiple educational grade levels.

Lastly, we met internally to decide on the development method we will use during our project. We will be using a customized Agile/Scrum development procedure.

## WEEKLY CHALLENGES

Our biggest challenge this week (and beyond) was design, especially for a mathematics game. Given that our client would like to have games that scale across multiple topics in math, and would like the game to allow for teacher input in order to tailor the game appropriately to their respective grade level and subject matter, we have spent much of our time brainstorming various different game mechanics that may fulfill such requirements, yet are feasible enough to be within the scope of our development cycle (i.e. our semester).

To solve this challenge, we brainstormed as individuals and then refined and redesigned as a team. We have decided on the first math game that we will prototype. We will build a simple version of it that only demonstrates its mechanics (i.e. no animation, art assets, sounds, etc.), then playtest it in order to see if the concept is fun and challenging. Should we receive a positive response, we will move forward into the development process.

