

OPENING REMARKS

Hello again everyone! This week we continued building our prototype and refining our game design. We also worked on creating the tech that will allow music teachers to put songs of their choosing into the game. We are planning to conduct two playtests next week with students from grades 2, 3, and 4 in order to determine if our current design is clearly presented, approachable/easy to pick up, and most importantly... fun!

We had several visitors this week including Dave Bossert: Producer, Creative director, and Head of Special Projects at Walt Disney Animation Studios. We thank them for taking the time to visit us and for offering their feedback. As always, be sure to stay updated on our latest designs and media on our website at [http://www.etc.cmu.edu/projects/skylight!](http://www.etc.cmu.edu/projects/skylight)

WEEKLY BREAKDOWN

In order to get our prototype ready for testing, we've been creating art assets for the characters and environment in the game, creating and integrating visual feedback animations, and making sample songs/accompanying music sequences to use for testing. Our building process has highlighted issues that we were not aware of before our prototyping phase. As a result, we've been refining our game design since we started prototyping it.

On the day of publication of this issue, we met with instructors from Elizabeth Forward's lower school. We discussed the current game design with them and got their feedback on what we need to change and improve. We also demonstrated our music input template in order to get their opinions on its usability. We will be incorporating their feedback into the prototype that we will have ready to test next Tuesday.

WEEKLY CHALLENGES

Our challenges this week have revolved around adjusting our game design in response to new challenges and shortcomings of its current form. For example, we've noticed that screen space could be an issue for our current interface design; therefore, we will be going to the SMALLab at Elizabeth Forward to determine what dimensions we will use for the game's visuals.

Feedback from the music teachers told us that we need to adjust the presentation for visual feedback of sustaining notes in our game, as well as how we visually integrate musical staves into the gameplay. As a result, we are going to create some new art assets and adjust our animations to suit them. They also requested that we adjust our music input system to be more in line with how music is traditionally expressed on paper. We will be iterating on the music input template so that it will use parameters that the teachers find more intuitive. We will have all of their feedback fully integrated by our halfway milestone.

