

OPENING REMARKS

Hello again everyone! This week marked our halfway milestone. We delivered our half presentation and focused on planning for the remainder of our semester. We received a lot of feedback from faculty and compiled a list of action items that we will use to plan out our weekly deliverables for the next three weeks before our soft opening. Next week we will conduct the final playtest of phase 1, and commence the development of phase 2.

Thus far, our semester has been a wild ride. We have done numerous iterations on multiple facets of our game: character design, environment art, song selection, user interface, etc. And we're happy to say that kids have enjoyed what we showed them in our playtests so far. Now it's time to finish what we started. As always, be sure to stay updated on our progress via our website at <http://www.etc.cmu.edu/projects/skylight/>

WEEKLY BREAKDOWN

We spent the majority of this week preparing for our half presentation. We looked back on our semester progress thus far: our client, our goals, our development, our playtesting, and our plans. We presented not only to ETC faculty and students, but also to our client facilitator Dr. Keruskin, as well as Dr. Rocco from the Elizabeth Forward School. We thank them both for attending our presentation.

After presenting, we received feedback on what we need to do (and change) going forward. Some of our biggest feedback centered around coming up with a way to clearly express our game without the presence of a SMALLab, making sure we communicate student and teacher responses to the games, and determining effective metrics of success with regard to learning goals for our project. As we conclude Project Radius, we will use the knowledge and feedback we've gained to effectively develop Project Arc-Fall in phase 2.

CHALLENGES

Our challenges this week were focused on our half presentation. Due to the fact that the Entertainment Technology Center does not have a SMALLab, it is very difficult to express both the nature of our game design, as well as the actual experience of students playing it. For our half presentation we focused on our client request and goals for the project, our current game design, iteration on our art assets, our first 2 playtests, and how we plan to move forward.

Faculty were not quite clear on our game designs for Project Radius and Arc-Fall. In response, we will have demo versions that will run on our machines in our project room for them to test out, and will use this arrangement for our soft opening. In addition, our playtests over the next 3 weeks will give us opportunities to film gameplay that we can then use for demonstration. Our playtests will also keep us on track to delivering a final product that fulfills our project goals.

