

OPENING REMARKS

Hello again everyone! This week we built our first prototype of Project Arc-Fall and play-tested it at the Elizabeth Forward Middle School. Project Arc-Fall is designed to help students practice note recognition by having them match multiple notes with their corresponding letter names as they play along with a song. The playtest went smoothly from a technical perspective. In addition, the students and teachers were able to give us a lot of good

feedback that we will use to improve the game over the next week. We plan to do a comprehensive playtest next week on both Projects Radius and Arc-Fall. We will be testing the final build of Project Radius, concluding its development. We will be implementing player feedback into Project Arc-Fall for our next playtest. As always, be sure to stay updated on our progress via our website at <http://www.etc.cmu.edu/projects/skylight!>

WEEKLY BREAKDOWN

This week we focused on completing a functional prototype of Arc-Fall that we could playtest. We created characters that players control in order to match notes, created a staff of scrolling notes, and did basic right/wrong checks for each note a player receives.

Our playtest showed us several things that we need to implement or improve. We need to integrate user feedback so that users can know if they are performing well or poorly. We plan to address this through scoring. As players match notes correctly, their score will increase. At the end, they can compare their scores with the other players.

We also need to iterate on the user interface, especially the control characters, to make it easier for players to interact with the game and produce their desired effects. Selecting desired notes correctly proved to be a challenge for several students in this first prototype.

CHALLENGES

Challenges this week centered around our decision to change Arc-Fall's game design from vertical scrolling (like Project Radius) to horizontal scrolling along an actual musical staff. To solve this challenge, we built a system that translates notes continuously to produce a desired scrolling appearance, utilizes dictionaries to position notes correctly on a staff, and supports 3 different staff layouts (though we only tested with one staff, treble).

Looking ahead to next week, our challenge will be integrating elements to make the Project Arc-Fall experience more fun. Our first prototype is an experience akin to an exercise. Over the next week, we will integrate the elements (like scoring) that make it an actual game. We plan to playtest with the same set of children in order to observe and record any changes in their game performance and experience. The playtest will determine our last week of development, and final product.

