

SKYLIGHT

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ISSUE 13

OPENING REMARKS

Hello again everyone! First off, we would like to reveal the official titles of our games: “Project Radius” will launch as *Natural Rhythm* and “Project Arc-Fall” will launch as *Music in Motion*! This week we conducted our final playtest for *Music in Motion* and we can report that it was a resounding success. Children found the game a fun challenge and the music teacher was impressed by how much it engaged the students.

Looking ahead, we will host a soft opening this coming Monday in which we will demonstrate our game for faculty and allow them to play it. The following week, we will put our work on display in the annual Entertainment Technology Center Building Virtual Worlds Festival. In observation of the holiday next week, there will not be a weekly newsletter next Friday. We wish you a very Happy Thanksgiving! See you in two weeks!

WEEKLY BREAKDOWN

Our playtest last week showed us that implementing scoring in *Music in Motion*, our middle school music game, was the right choice. This week we changed the way players are scored in order to make the game more challenging. Instead of just counting up how many each player got right and wrong, each player now has a separate personal score that increases every time they correctly identify and sustain a note as it reaches them. At the end of a song, players are shown first, second, and third labels.

Our playtest last week also showed that students liked the choice of a modern (pop) song. So this week, we created an arrangement of another current pop song from the Billboard 100. Many of them recognized it instantly and almost all of them knew it. This song was also faster and included more streaming notes that substantially increased the challenge of playing it. As a result, children reported that it was hard, but a lot of fun.

CHALLENGES

Challenges this week centered around deciding which feedback items to address in order to finalize both *Music in Motion* and *Natural Rhythm* (again, our game for lower school students). In the interest of our playtest, we decided to focus our development on completing *Music in Motion* before wrapping up *Natural Rhythm*. As such we decided that scoring, challenge, and musical content were the biggest priorities on what should be added to have the most satisfying experience.

To finish *Natural Rhythm* we will fix one last lingering bug, create another song for gameplay, and create note sequences to be used as both tutorials to the game, as well as introductions to the note values contained within it: eighth, quarter, half, and whole notes. As we approach the end of our development cycle, our challenges will be deploying at our client site, training music teachers on how to initiate and operate the games, and creating documentation for their use at any time.

