

STEMPOWER NEWSLETTER

WEEK 6 - SCRUMPOWER

This week our team has been busy working towards turning our first prototype into a playable game.

We've started using Agile and Scrum to plan and steer our development and are now halfway through our first two week sprint. We are aiming to have our first gameplay prototype up and running by the end of next week.

John has begun reaching out to some of his contacts at schools in Ohio and Virginia to set up some remote playtests. We hope to run these playtests shortly before halves. We are also looking into setting up in-person playtests at Elizabeth Forward School District here in Pittsburgh.

Meng has continued to model more new characters for our game, a few of which can be seen to the right. Next week she plans on focusing on rigging and animating them.

Sim and Stephanie have been working on making our simulation more accurate and functional. They have also been making progress tying together many of the subsystems we've been building so that we can start focusing on gameplay.

Starting next week we will be uploading weekly builds to our project website so that visitors can try our game, and to chronicle the progress of Sleepy Busy Planet as it takes shape.

We also wanted to share the educational content standards we are building our game to adhere to:

- Understand that the Earth rotates, or spins, on its axis in a cyclical fashion.
- Understand how day and night occur as a result of the Earth's rotation.
- Define and identify sunrise, day, noon, sunset, and night as the Earth spins.



From top to bottom: President Eagle, Roofing Sheep, and Country Cow

