

STEMPOWER NEWSLETTER

WEEK 10 - TUTORIAL TIME

This week the team has gotten back to work on the main game and has been building the tutorial. The current version has Construction Croc building the game's UI one piece at a time as the secret project in each of a short series of mini levels.

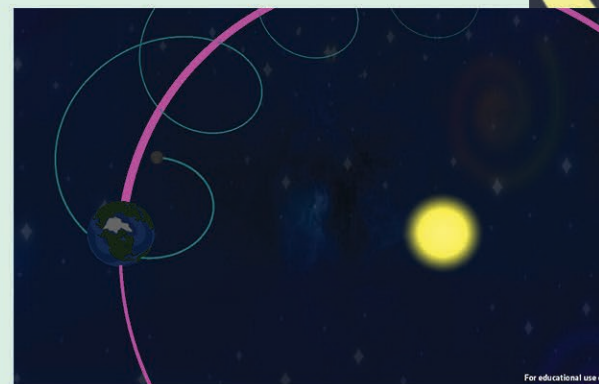
On the art front, we're shifting our Earth and space related textures to a more cartoony style to match our characters better. Meng has been working to address the concerns that the characters might skew too cute for our target demographic. She's been making some new funky dance animations for our cast members to do between levels to celebrate as secret projects are completed. We intend to add an Art section to our website soon to better showcase some of the work our artists have been doing this semester, such as these animations.

Earlier in the week we had another remote playtest with four third grade girls. Only one of the four answered the pretest question about how the day/night cycle works correctly, but all four got the right answer on the post test. When asked what they'd like to see inside of the mystery box at the end of the level, several responded that they'd want to see landmarks such as the Eiffel Tower. This coming week we'll be playtesting again with a full class of third graders and hope to have at least 20 players.

This weekend we'll be working with a voice actor to record some audio for our characters. Next week we'll be wrapping up our tutorial and focusing our efforts on the sandbox mode we talked about at halves. We spoke with some of the faculty members on Friday about how best to design the sandbox to teach lessons about the day/night cycle and hope to have a demo of it to share soon.



Construction Croc builds our UI in this Tutorial mock-up shot



The paths the earth and moon traced out in our sandbox mode prototype



A shot from a render of Construction Croc's dance animation

