Newsletter 13

For week 13, we continued to push toward realizing our mini team goal of completing a top design application. Though we inched ever-closer to these conclusive milestones this week, along with beginning preparation for installation, we also tested the new game at EFMS.

This week, Yan spent much time in debugging the existed problems. By the end of the week, he built a new version of App that can be used for playtest. Key, passed Yan a set of compressed UI in order to increase the speed. Their collaboration contributes to a relatively fast version of app which had been used in playtest at EFMS on Friday. MZ, created a new set of models. In the first step of top creation, he replaced the original models with some basic shapes. Fan contacted with school's technical director about installation issue. School will have its own iOS developer account, so that team OmniCloud is able to generate .ipa installation file associated with the account.

On Friday, all of us went to EFMS to do a playtest. Ten 6 graders students played our spinning top design application. By observing their choices, we noticed a few problems that needed to be fixed. Excepting those problems they were very engaged in playing the App. Their smiling faces are our great motivation.