Newsletter 11th Week



Earlier this week, we scheduled time talking with Jesse Schell. We brought him our newly printed tops and all the props that we made for competition. Jesse showed great interests in our top games when we were presenting our ideas. After going through all the games, he gave us lots of creative and useful suggestions. For instance, we should consider utilizing 3d prefabs (used to be noticed as decoration) to win certain games. We should also take a look at some top board game in history, which he believed would provide us a new vista of tops play. Coming back with Jesse's suggestion, we had a meeting mainly focused on changing our current design. We hope the rules will be able to perfectly evaluate the kid's top design.



Later this week, we invited 6 first year ETC students to test the rules. The first year students, who had a shadow time at our project, were very engaged in playing top games. Finishing the playtest, they told us they really felt excited to see the top of their own team successfully beating other teams' top. This kind of feeling is exactly what we want to see from the middle school kids. On the other hand, during the playtest with those first year students, we found out that we failed to consider many details of the design. For example, in the previous version, we didn't give a clear definition of how a top fails.

Another big decision made this week was that our App was given a name - **Top Designer**. This exciting idea came from Yan, who said "Top Designer" is a pun: 1) The App is used to design spinning tops 2) Kids are the most creative designer.