Newsletter 12th Week

Though this week is relatively quiet for the project, we have made substantial progress toward our ultimate goal. The progress lied on App development and Competition rule test at EFMS.

Beginning this week, our 2d artist Key passed us her creation of the new UI set. Her design of the user interface is simple-looking and user oriented. MZ, our 3d artist created many new models and looked up information of tops. Fan and Yan, two programmers of our team spent lots of time in putting all assets in Unity also in debugging new functions. They eventually implemented a complete App that will be delivered next week.



On Friday, we went to EFMS to test the competition rules. Two 8 students groups attended our playtest. One group is 6 graders, while another group is 8 graders. They all seemed really immerged in our games. We couldn't be happier to see kids change their strategies, test all the available tops we provided them and really incorporated with others to win the game.

In the week ahead, we plan to install the App and schedule the time with schools. Also, as soft opening is coming in the week after, we should start preparing presentation materials, shooting promo video as well as writing necessary documents.