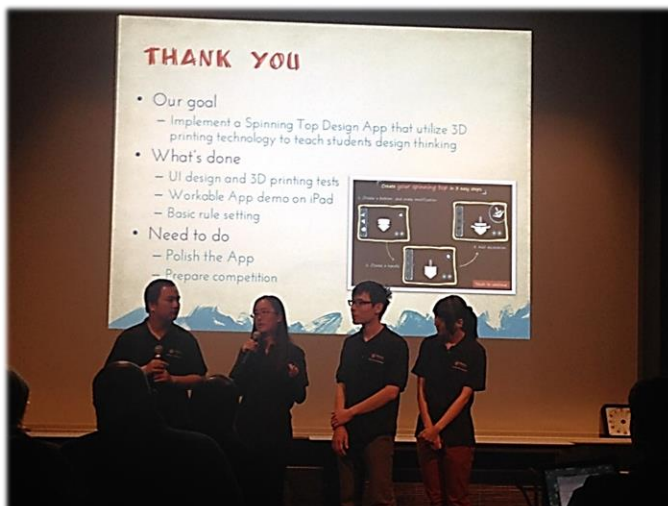


Newsletter 9th Week

This week was defined and singularly devoted to the preparation for Halve presentation, which was scheduled on Monday. Before Halves, we had a meeting analyzing the results of playtest held last week.

The result revealed some problems of our prototype. The problems mainly focused on the user interface: 1) Static tutorial was not interactive so that students were inclined to skip it. 2) The dragging function of the app was not smooth enough 3) Students felt confused about using the scroll side bar.

With the useful feedback and the complete prototype, we have prepared the halve presentation with solid confidence. It is worth mentioning that our client representative Todd and Nancy came to the presentation. We were very happy to see them. On the presentation, we described the entire project from brainstorming at the beginning of this semester, to the playtest with a complete prototype held on Oct. 18th 2013. Considering the organization of the presentation, Fan introduced the team and the project; Yan explained our main development essentials. MZ covered our 3d printing test; Key analyzed the feedback we gathered during the playtest.



Shortly before the completion of this newsletter, our advisor Shirley approached and congratulated us on our performance. She told us that the faculties gave lots of positive comments for our prototype and the process grade they gave us for halves is A. This was undoubtedly the highlight of the day and the week.