

With the Thanksgiving holiday this week, our team is taking a break - but not before having done a lot of work for our testing going online this past Tuesday!

Programming

Much was accomplished in terms of polish for our game. Sounds were added, art was added, UI elements were tweaked, critical bugs were fixed, and most of all, we converted our entire game from English into the Spanish translation provided to us by our translator, Oscar.

Further refinement is necessary, but it is a huge milestone for our team in getting our game fully playable and testable, with full narrative and games wrapped up into one cohesive package.

Going Online

We put our game online on Tuesday, accompanied by a simple site with description and a survey written by Katherine. Using a contact at the University of Pittsburgh, we now have a pool of 110 introductory Spanish students who have access to our game.

Soft Opening Next Week

As producer, Felix will be working on getting our archival responsibilities in order, editing our 3-minute and 30-second promotional videos, as well as writing a first draft of our post-mortem in preparation for soft opening on Monday.

Looking Forward

After soft opening, we'll be taking faculty feedback and applying it to our work, in order to prepare for finals. We will also be taking a look at our data from our online playtesting. We will also be working further on how we are conveying our data from our assessment framework, in order to test with teachers and find out what will be the most informative and helpful way for instructors to view our data.

