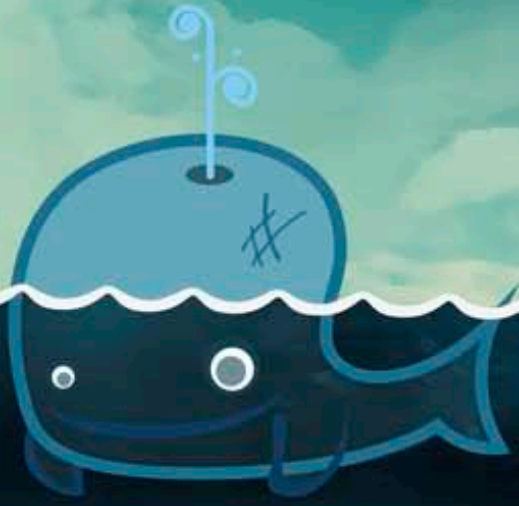


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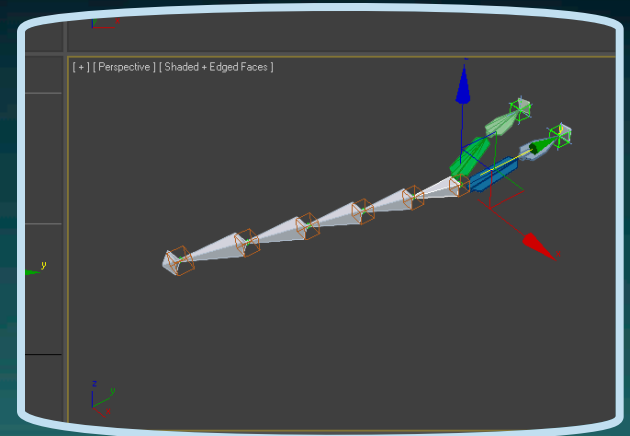


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IN THIS EDITION: WE CONCLUDED ASSET PRODUCTION, CONDUCTED OUR FIRST USER TEST AND DESIGNED A MISSION LAYOUT.

ASSETS

This week we concluded the models we planned and we can start the rigging process.



Starting rigging

USER TEST

This past week we conducted a series of user tests, with 4 users. In this user test we wanted to assess how well the control for our claws felt from a user standpoint. With that in mind we developed 3 different sets of control sensitivity for each one of the claws in the submarine.

Our goal was to test which setting the users preferred and if it was close to what we thought was optimal. We discovered that although our initial assumption was correct in regards to the sensitivity of the controls of the claws, we also discovered that the users felt that there should be more visual feedback, particularly in terms of depth perception with the “grabbing” claw, and with the “suction” claw, the main issue was the fact that it wasn’t apparent how much power of suction it was using at any given moment.

This was our first user test, and although we did not have that many users, we feel that it was an opportunity to test our game and get some initial feedback from naïve users, and also we were able to gather a great amount of information from the users with our post-test interviews.



User Test

GAME

Regarding the game, we further planned the experience by creating a mission layout to specify the levels-of- interaction and their sequence of events within the gameplay

NEXT WEEK

We will start rigging and animate models, design the UI and implement animals and mission structure in the game.



Whale Museum

ANTÓNIO GOMES | ASHLYN SPARROW | MÁRIO DINIS | MONIQUE PARK | PEDRO CANDELÁRIA | SHIBLI MANSURI
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