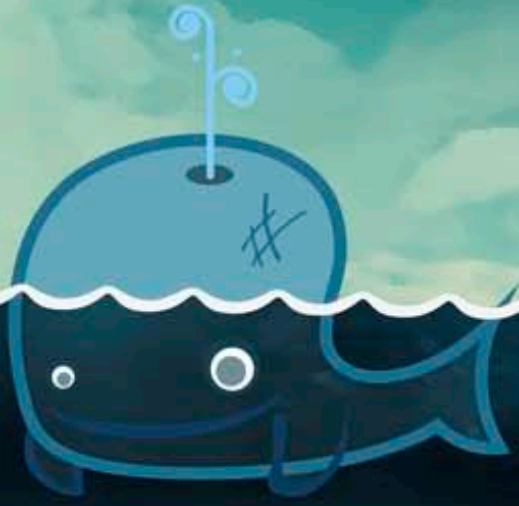# whale 'r' u

newsletter 11

In this edition: animals keep being rigged, physical prototype being built and user interface being included in-game

Riggs

This week we fell deep in rigging our marine animals. We started with the dolphin and the baby seal due their bigger animation requirements and then we moved on the other animals. By now we are about 60% concluded with the rigs and there are 3 swimming cycles finished.


Dolphin Rigg

Physical controllers

Our joysticks, sliders and IMU board finally arrived which allowed us to start building our prototyped controller, which replicates directly the controllers from the final installation in the museum. We will place two joysticks, one on each pipe to control each one of the submarine claws. The third pipe, to be placed in the middle, will held the steer and throttle mechanisms.

UI

From an iterative process as a team we finally narrowed down the graphic user interface design into 3 options. We concluded that the elements to include in the design are oxygen level, which is not affected by user's actions, indicating the beginning and end for the experience; the amount of years saved which changes in an incremental way depending on how much litter the users collect; and the mini-map which will be the users reference to locate missions and animals in distress.

Physical controller
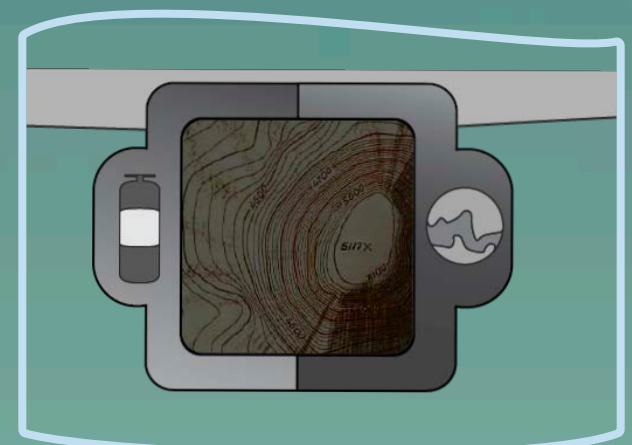
Next Week

We plan to conclude the rigs and the dolphin and baby seal animations for implementation in the game. The game controllers will be incorporated in-game and this will allow us to set up a user test session where other than the controllers we will be able to assess the game's progression, mechanics, UI and experience. It will be also the opportunity to learn about the users engagement in the game.

Wireframe aproach for UI

António Gomes | Ashlyn Sparrow | Mário Dinis | Monique Park | Pedro Candelária | Shibli Mansuri
advisors: monchu chen | sergi bermudez

museudabaleia
CANIÇAL | MADEIRA

MJTI
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Carnegie Mellon.
www.etc.cmu.edu