For my project, I have made a few changes in the design of my project after speaking with my advisor. For one, rather than have multiple isolated levels, the game will instead parallelize the lives of the rich and poor through increments of the day. This way, it is easier to draw comparisons between the two. In addition, the game should be centered around a certain event to make it easier to follow, and to help tie the overarching storyline together. The main event I was thinking of were uprisings caused by the release of the Jungle, but my advisor suggested researching steel mill strikes, as that could be an easy way to tie together the plot of the rich and the poor in a less grotesque way.

Since the last milestone, I have modified the design as stated above. Additionally, I have found a few narrative frameworks that could be good to include in Unity, include Twine and Yarnspinner. I have also found a few articles about the industrial revolution. Lastly, I have started a game design document that I plan to continue to update. I will post that on the website later, but it essentially contains the learning goals for the player (what exactly they should be learning from the game), survey questions used to gauge learning, and a rubric for survey questions to numerically value how much the player has learned about the subject matter (i.e. 0 through 5 where 5 includes all of the learning goals).

As my milestone has been outdated a bit, I have not been able to finish the first level by this point. However, as the game design has been greatly modified, I will update the milestones (as explained below) to reflect these changes, and hopefully can still stay on track. Also, I plan to simplify the puzzle mechanics to lower the burden on the programming aspect of the game.

I have not run into any major surprises as of yet; however, I will keep an eye out for them.

Over the next two weeks, I plan to create a simple Unity level with mechanics (movement, clicking, interacting with items, and dialogue), AS WELL AS create a paper prototype of the game (i.e. on Powerpoint) to test out the flow and make sure it is feasible for a player to understand. This way, we can get any design changes out of the way before doing any major level implementations. Also, I plan to research more into speech patterns, devices, and customs from the Industrial Revolution to make the game more historically accurate. This will also be reflected in the paper prototype, as players can comment on this and I can gauge the level of comfort with the level of historical accuracy and see where compromises need to be made.

I plan to revise my milestones to account for the paper prototype and design changes. Rather than stagger each milestone level by level, I think having the overall design of the 3 levels narrowed down and then being able to implement them quickly would be a better option.

I have all the resources needed, as I can access history archives through our educational resources. I also have Unity access and can download free assets from various websites as well as on the Unity Asset Store. With regard to art and sound, they are currently lower priority on my list, as in the worst case the game can be turned into a text-based adventure game. Thus, I plan to focus on polishing the story and adding in the art later.