Designing Games for Historical Education Milestone 4
By Kalpa Anjur

A lot has happened since the past milestones, unfortunately causing some delay in the game development. For one, the testing protocol now has to be changed for remote and submitted to the IRB – hopefully this can be completed quickly to get the results back ASAP and start testing. Additionally, the past week was spent moving out of school rather than being able to work on the game development, so the Unity development is significantly behind. However, I have been able to find useful websites for assets, and test a few more people on the prototype, so I can modify the script with this basic feedback.

Since the last milestone, I have decided that side-to-side camera would be easier to implement and also provide a clearer view of the character’s room; thus, I will be using that for the game. My advisor also helped me get started on the documents to submit to the IRB, so I will get those finished ASAP. Lastly, being able to test the prototype gave me some basic feedback on script and puzzles that could be useful in developing the actual Unity levels. If I can get the skeleton down, then the rest should be simplified.

Over the next two weeks, I plan to continue development in Unity to get the game ready for testing as soon as possible. I also need to update the Drive documents to the latest version to get them all organized. This includes the design document, research document, prototype on Slides (migrated locally temporarily for testing, have to put back to Slides), and feedback document. I also plan to update the IRB documents as specified above – this will take priority over the former, since I need to get approval as soon as possible before formally testing the game. I also need to write up an abstract to submit for Meeting of the Minds, which is due around the end of next week, and this will probably be done after the IRB documents.

I have all the resources needed, as I can still see Unity tutorials and have access to assets. I also still have the skeleton code from Yarnspinner, the Unity extension that helps with storytelling as mentioned earlier. Once I am able to implement the prototype feedback on the script/puzzles, I will try again to add them to the game and do some informal testing to make sure it is good to go for formal testing. This way, the game will be in its best condition for the formal testing process. I also need to think about how to recruit remote testers at this point – I can ask to spread the information to people I know, and the Game Creation Society has a simple playtesting channel on their Discord media platform, but I will likely need a lot more participants than that to get significant data to analyze. Due to the slow development, I am not entirely sure it will be complete in time for Meeting of the Minds, but in that case I will have to go with my 75% goal, I believe.