1. Objectives

This semester, IPRO 329: Edutainment has a new focus to complete our goals. In past semesters, we have focused on matching materials taught in the classroom and then surpassing them using the Vermont Standards of Education. Our focus, this semester will be on completing the suite of games in order to have a complete product by the end of the semester. By achieving this, it will be supplemental software that can be used outside the classroom to promote better math and science learning. The tentative title, *Scholars of the Lost Exhibit*, remains the same this semester. We are confident that we will achieve a finished product that will both feel and look like an entertaining software piece, but also provide children with resources and education.

The development and completion of *Scholars of the Lost Exhibit* education gaming suite is the main objective for this semester, but the team can only reach this objective through integrated participation and collaborative learning. To create this educational experience, every person must remember the importance of the overall team experience besides the objectives of the project. Finally, all team members must embody the idea of IPRO and learn to work with others that are different from one another.

IPRO 329 takes great pride in our achievements. We hope to get recognition not only from the IPRO office, but also from interested companies. We believe that the work we do is important to the future of the children of our great nation. We hope to help the leaders of tomorrow achieve more than we can even imagine.

2. Results To Date

Development on the game had continued throughout the first half of the semester. The development and design team are in the final stages of completing the game and having it ready for the competition. During this time, the

management team has been busy keeping everything on track and to the schedule as well as researching production steps for the software.

The Development team finished creating all the required games and the museum environment in the time that was allowed. At this point of the process, the development team is fixing and altering any mistakes that are found while testing the software. The testing process is being conducted by everyone in the IPRO. Some of the students are testing the game by allowing friends and family to take a look at it and ask them questions that would help limit the bugs that are in the software.

The Design team is working hard to provide the needed images, text, and storyboards for the game. From the beginning of the semester, the Design team was able to create a storyboard for the game in order to give the game an introduction and an ending that would tie all the mini-games together. In addition, the Design team has also restructured some of the text in order to bring it to a fourth grade level.

The Management team has been busy trying to keep the project on schedule. The team has created meetings every week between the sub-team leaders in order to make sure that the resources are used to their full potential. In addition, the Management team, with the help of the Design Team, was able to setup a meeting with Jewelboxing, a company that specializes in supplying custom made CD cases, and arranged sponsorship through them. The teams also created a layout for the inserts of the cases and the CD design.

3. Revised Schedule of Events / Tasks

Event	Date
Complete Software	October 24
Abstract, Presentation, Website and Poster Due	November 16

| IPRO Day | December 1 |
| Final Report and CD-Rom Due | December 1 |

Tasks and Goals	Team
Finish development of *Scholars of the Lost Exhibit*	Development / All
Finish Business Cards, T-shirts and other marketables	Design/Management
Compile all documentation of *Scholars of the Lost Exhibit*	All
Compile all weekly reports and complete final report	All
IPRO Poster	Design/Management
IPRO Website	Development/Management
Compile and Practice Presentation	All

4. Updated Task Assignments and Designation of Roles

Development Team

Shoby and Joseph

Shoby and Joseph programmed the 3D animation, and the navigation for the dungeon game. They also came up with a maze to follow and created a scoring system for the game. Because the dungeon game is the final game the player must complete, they integrated questions that covered the topics discussed in all of the other games. Shoby and Joseph also worked with Yun to integrate the dungeon game in with the rest of the museum environment.

Mike S

Mike drew, animated and programmed the fishing game. He also came up with the questions for the fishing game and came up with the scoring system to determine whether or not the player had won. Mike also animated and

programmed the planets game. He came up with text for the planet game based on the text created by the designers and programmed the scoring system for the game to determine whether or not the player had won the game.

Michael M

Michael came up with text and animations for educational part of the water cycle game. He also programmed the scoring part of the game. Because he had little to no Flash experience he worked with Yun to finish up the game, but still accomplished a lot on his own for having no Flash experience.

Yun

Yun wrote the intro to the game, the museum environment, and the ending to the game. He also wrote the animations and the scoring system for the constellation game. He also drew the characters for the game and integrated all of the games into the museum. Additionally, because Yun had, by far, the most experience with Flash, he cleaned up some of the other games and helped to make them work better together. He also tied the scoring systems from each of the games into an overall score that the player gets to see at the end of the game, and came up with a certificate that the player can print off when they finish the game.

Deb

Deb started each class period by asking questions from the programmers and helped to divide up the workload. She looked for other contests to enter the game into. In addition, Deb has kept track of the minutes that each member is spending on the IPRO as well as helping Design finalize the text of the game.

Shared work

All of the programmers spent a lot of time together discussing how the game would be programmed and how the elements created by the designers would be integrated into the game. They also made decisions about what to do with the old code from the other IPRO group and divided the workload amongst themselves, based on each student's experience with Flash. As development of the game went on, the programmers met with each other to check on the progress of the games and to see if work needed to be moved from one programmer to another. Not every programmer had the same amount of experience with Flash, so some programmers had a learning curve to overcome before being able to start writing their games.

Design Team

Kurt

Kurt has been helping me out with the design elements of the IPRO. He contributed to the design on the booklet for the CD. He came up with some initial graphics for the game in the early weeks on the planning phase, although Yan came up with the final design, his creativity and efficient work rate was noted. He has just completed editing the text for the CD booklet. He is currently involved in helping the dungeon team with their text and sound effects.

James

James does not have much design background and contributed to research and helping the developers. He researched and sent background music and sound effects to the dungeon team. He brought in Prof Lederman to provide us some tips and assist us with usability for the game. James also contributed to the content for our STC competition application form. He is currently working with Mike to fine tune the text in the fishing and planet game.

Keith

Keith has been working with Michael to fine tune the storyboard for the Water-Cycle game. He has provided text for the Water-Cycle game while Michael worked on the Flash coding. Keith also contributed to the content for our STC competition application form. Keith will be mostly involved with content editing and usability testing.

Management Team

Konrad

Konrad has provided all the IPRO deliverables that have been required to this point. He created meeting every week to make sure that the project is on schedule and the resources of the IPRO are used to their full potential. In addition, he has worked with the Design team to establish sponsorship for the software in development from the company Jewelboxing. All marketing aspects of the software were also worked on by Konrad and members of the Design team.

5. Barriers and Obstacles

There are a couple of barriers that are still ahead of the team. The major obstacle is to finish the software before the deadline to submit it to the STC competition. In order to do this, we will have to work hard to finish testing and fixing any bugs that are found in our software. In addition, we also want to add the element of sound into the game in order to make it easier to play and more entertaining to the audience of the game.