



Goal:       Our IPRO is called Edutainment because we develop computer games that educate and entertain at the same time. The goal for IPRO 329 is to complete a 3D financial aid computer game - College Pursuit, as well as start a differint sgame - Scholars of the Lost Eshibit. In College Pursuit, students accumulate noney towards college via scholarships, grants, and Loans. Scholars of the Lost Eshibit in these the student on a journey through a magical invessmi filed with friends and foes, while testing the student in the areas of Math, Science, Social Studies, and Language Arts.         Tasks:       The organization of our group velved from tuiling a standard product development iffecycle that includes design, development, usability testing, and marketing. Each team had focused tasks:         • Design: Develop end screens for CollegePursuit, create 'look and feel' of the Scholars of the Lost Eshibit game and design Phase I Intentionality, develop screen shors for Scholars of the Lost Eshibit game.         • Development: Finish CollegePursuit into on-line competitod, develop Phase I ideas for Scholars of the Lost Eshibit, create development documents for casy transition for next semester.         • Usability Testing: Conduct final usability tests for CollegePursuit, analyze test results, write sprescholars of the Lost Eshibit, develop game ideas for the game suite of Scholars of Lost Eshibit, develop game ideas for the game suite of Scholars of Lost Eshibit, develop game ideas for the game suite of Scholars of Lost Eshibit, develop game ideas for the game suite of Scholars of the tost Eshibit, after PRO 329 can start programming on Scholars of the Lost Eshibit.         Achievements:       The following is what our IPRO was able to complete this semester.         • The Design team developed the story			
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