Project Journal

10/02/2020 – 5:00 – 5:30

* Sarah, Jake, Ethan, Boone present
* Reason: Create the division of labor, schedule, and checkpoints
* Outcome: Created division of labor
* Outcome: Created schedule
* Outcome: Chose checkpoints

10/04/2020 – 6:00 – 7:00

* Sarah, Jake, Ethan, Boone present
* Reason: Conduct brainstorming sessions and discuss ideation artifacts
* Outcome: Did brainstorming session
* Outcome: Decided which games would become our prototypes
* Outcome: Discussed ideation artifacts

10/06/2020 – 1:15 – 3:00

* Jake, Ethan present
* Reason: Create mood board, personas, scenarios, and storyboard
* Outcome: Created all the artifacts

10/07/2020 – 3:00 – 5:00

* Sarah, Jake, Ethan, Boone present
* Reason: Checkpoints, talk about prototypes and create user study protocol
* Outcome: Talked about artifacts and brainstorming with Dr. Tartaro
* Outcome: Created a consent form and user study protocol
* Outcome: Discussed our low-fidelity prototypes

10/11/2020 – 6:30 – 7:30

* Sarah, Jake, Ethan, Boone present
* Reason: Work on prototypes and discuss user study
* Outcome: Collaborated on prototypes
* Outcome: Discussed participants for user study