Another week has gone like the wind, but I’m still standing. This week, I’ve been learning more about the ins and outs of Godot, and I’ve gained some confidence regarding my ability to code using the software. I’ve been watching a couple of tutorials, looking at the script already there that has been made, and I’ve been having a good time learning all around.

However, as we approach completing this project, the question of our invitation strategy comes into play. We’ve discussed many things regarding whether we want video guides, guides that represent things, or no guides at all. I’m currently in the camp of the second option, which is some quick guides that can be accessed to help explain things. For example, maybe we can have a guide icon to elaborate on what a page means or do a text-to-speech reading. This can be achieved using a text-to-speech robot or an AI voice. My problem with the first option is that it wastes time and resources. For video guides, we’ll need to record people explaining the app and then implementing the videos into the app. I’m unsure of how quickly we can find people to be video guides, and I’m uncertain of how much storage the videos will take up. Even small videos can take up a lot of data, which means we’re either between the devil or the deep blue sea regarding implementation. Do we leave out people who don’t have quick internet access? Or do we make our app very heavy with video? Video guides will be excellent, but I think that’s something for the next set of hands with this project. The second option is best to implement something into the app that will be relatively quick and get the idea across.

For personalization ideas, implementing different images might be a good idea. The one way I was thinking about it was in terms of varying home backgrounds. For example, in the beginning, someone could choose the barn or the city skyline as their background. This way, we can have personalization that is easy to implement and helps people feel welcome.

Overall, I’m excited to see what people will have to say on Monday and how we continue the development. I get the sense we’re getting really close, and now that I’ve been dipping my hands in Godot, I feel like we’re ramping up to get this thing in a presentable state.