**VLS 2.0 AI Game Weekly Touchpoint**

**Date:** Feb 24, 2023

**Attendees:** Cedar, Kasha, Igor, Naomi, Allyson

**Development**

1. Status updates

* Voiceover
* Revised voiceover files have been posted to Google
* Pauline added light effects/modulation to all character voices; heavier application for Boss) 🡪 voices are now a better match for the game
* Naomi: ask Pauline to repost files at a higher volume; let Igor know files are available
* Background music
* Menu music finalized
* Cedar: reach out to Katia to ask for suggestions for planet backgrounds and intro music for Boss
* Discussion Guide
* Topics have been worked out, including rubric; work out language for remaining assessment section
* PDF of the discussion guide
* Check that boss is named Captain Corruptus
* Cedar/Kasha/Allyson: complete edits by Monday
* Naomi to review; add in Acknowledgements

1. Submission requirements (https://vlslibrary.ecampusontario.ca/submission-vls/)

* Readme file for end users 🡪 direct to readme on GitHub
* Game available online link; not Igor’s server
* Funding statement added to splash page

5. Copyright and Accessibility

* Seneca Accessibility unable to complete second check, but said that if we have updated the area where we received a 3 rating, we should be ok
* Not fully AODA compliant, but screen-reader compliant

6. Proposal

* Draft for the Advancing Learning conference due today
* Naomi to submit to AL today

**5.** Budget

* Igor to invoice on Feb 27th for accurate totals
* Final AIO TMU invoice will include cover travel expenses for Kasha and Allyson

**Schedule**

* End of project is Feb 28, 2023.