# WEEK 12-13: April 10 – April 24

**PROGRESS**

* Made “offscreen” ant tracking button
* Created a list of 24 fun facts
  + Added fun-fact functionality to the game.
* Updated website design
  + Added Livio and Zuoming to the people page
  + Moved Joy, Yi, and Ryan to a “past contributors” section
  + Added contact us page with link to angryants email
* Proofread the paper before submission

# WEEK 11: March 28 – April 3

**PROGRESS**

* Organized email conversation on how to make ants game more fun
* Fixed undo button glitch
* Fixed glitch where the ant overlay was not appearing when the game was restarted.
* Improved overlay design so that it doesn’t interfere with the ant-tracking as much.
* Fixed dimensions of game to prevent upscaling the video’s dimensions
* Added Paul’s faster video speeds into the game
* Added functionality to hold down the mouse button as an alternative to clicking every second.

# WEEK 10: March 14-27

**PROGRESS**

* Created new mailing list: angryants@email.arizona.edu
* See email titled “New Version of Game Ready” for a lengthy progress report on the latest version of the game.
* It took 1.5 hours to play the game 20 times.

# WEEK 8: March 7-13

**PROGRESS**

* Added functionality to the game so that it submits data to a PHP script, which in turn saves it into a file. More details in my recently sent email, with the subject “AngryAnts Game now submits data to files”

# WEEK 7: Feb 28 – March 6

**PROGRESS**

* Finished and uploaded the “Count the Ants” prototype to the website
* Scheduled meeting with Yi and Yunhao: Thursday, March 7 at 11:30
* Emailed Anna about adding fun facts to AngryAnts

# WEEK 6: Feb 21-27

**PROGRESS**

* Finished database design.
* Helped Zuoming look into getting an iOS developer license.
* Made the “Count the Ants” prototype.

# WEEK 5: Feb 14-20

**PROGRESS**

* Helped Paul design the database system and to figure out how the various components of the system (the game, the client-side web code, the server-side web code, the database) will interact with each other.
* Looked into how we can test for Mac. While the library does let us borrow iPads and Macs, we still need to buy an Apple Developer License just to be able to test on iPads.

# WEEK 4: Feb 7-13

I failed to post meeting summary last week. ☹ Last Wednesday was the Spring Club Fair, so my morning was consumed by that and I forgot about posting the summary. So this will be a progress report of the last two weeks:

**PROGRESS**

* Watched the ant documentary on Hulu.
* Brainstormed on how we can make the game entertaining by making it educational, rather than on relying on interesting mechanics. I wrote down my notes on sheets of paper, but I will probably transfer them to digital form if necessary.
* Looked through the sample video tracks and designed mechanisms for tracking various ant behaviors, not just tracking position. I don’t think designing systems to answer each behavior in an isolated environment will work out very well, because these systems must be in balance with each other.

# WEEK 2: Jan 24-30

**PROGRESS**

* Worked more on paper prototype, but I'm starting to think that the board-game-style idea will likely not work out.
* Designed questions to ask the researchers. I wanted to know what were the fundamental questions that they were asking, because it's easy to lose perspective if we only focus one extracting position and direction.
* Did some research on ants, but after the meeting, I realize that I have a lot more research to do.
* Moved progress log into an MS Word document for better formatting.

**PLAN FOR NEXT WEEK**

* Post summary of meeting notes.
* The meeting with the researchers gave me a lot of great ideas, and I plan to write down these ideas into a design document. These ideas are in a completely different direction from the other two prototypes that I started.
* Watch documentary
* Start planning and/or building some prototypes of the above ideas.

# WEEK 1: Jan 16-23

**PROGRESS**

* Brainstormed ideas and designed possible structure for mixing ant-tracking with a larger game experience.
* Started paper prototype for a board-game-style idea
* Started digital prototype for a game idea that involves bouncing objects.

**PLAN FOR NEXT WEEK**

* Finish digital prototype
* Look further into and possibly finish the paper prototype
* Hopefully come up with another game idea to prototype