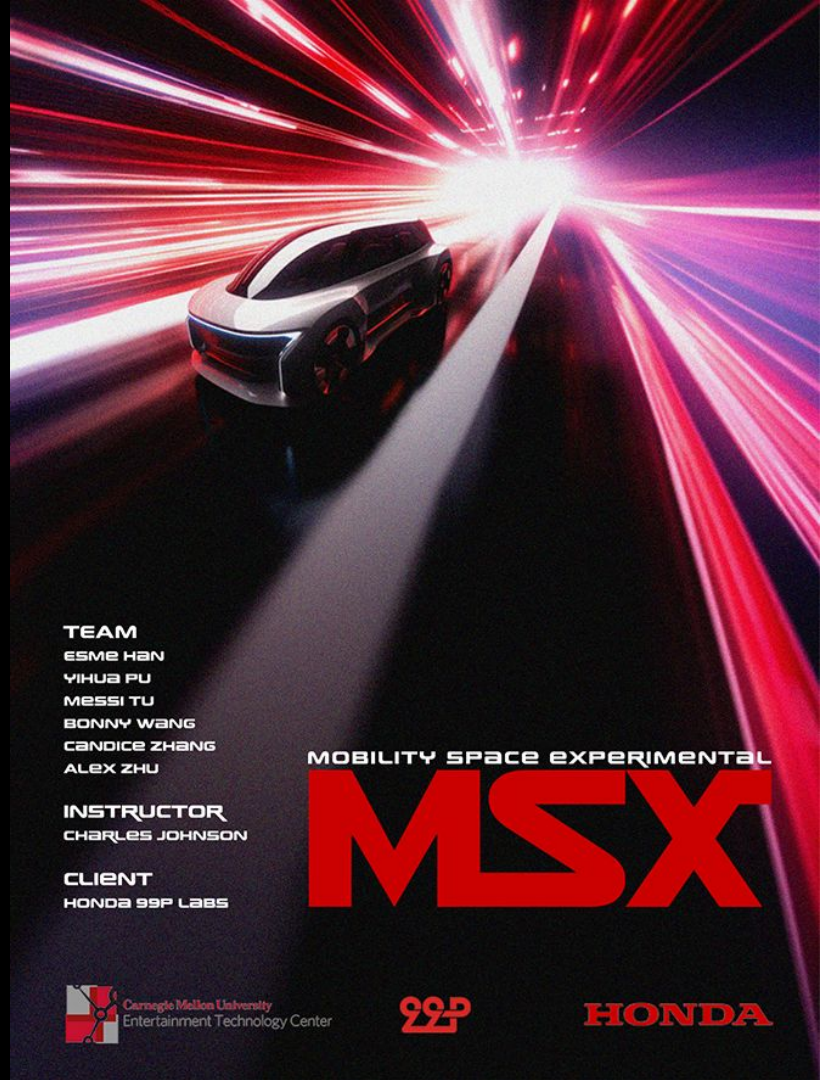


HONDA



MSX

MOBILITY SPACE EXPERIMENTAL



TEAM

ESME HAN
YIHUA FU
MESSI TU
BONNY WANG
CANDICE ZHANG
ALEX ZHU

INSTRUCTOR

CHARLES JOHNSON

CLIENT

HONDA 92P LABS

MOBILITY SPACE EXPERIMENTAL

MSX



Carnegie Mellon University
Entertainment Technology Center



HONDA

Playtest Day Review (Mar. 29th)

Progress Check-in & Week Plan

- ❑ Art Assets
- ❑ Programming & Tech
- ❑ Final Demo Video

Soft Opening Preview (Apr. 10th, tomorrow)

Client Visit Details

Playtest Day Review (Mar. 29th)

Progress Check-in & Week Plan

- ❑ Art Assets
- ❑ Programming & Tech
- ❑ Final Demo Video

Soft Opening Preview (Apr. 10th, tomorrow)

Client Visit Details

Playtest our experience @ETC

MORNING (afternoon is on the other side):

Group	Age	N	9:30 AM	9:50 AM	10:10 AM	10:30 AM	10:50 AM	11:10 AM
A	8, 16	2	MSX_3304	BrickBond_5105	LostEcho_5208	Alice_5208	WizardMode_3405	EcoVision_3301
B	9, 11, 11	3+	OnionFuture_3414	MSX_3304	WizardMode_3405	BrickBond_5105	LostEcho_5208	Alice_5208
C	7, 9, A	3	BrickBond_5105	WizardMode_3405	EcoVision_3301	OnionFuture_3414	towARds_Lobby	Xhaler_5420
D	12, 14, 16, A	4	EcoVision_3301	OnionFuture_3414	BrickBond_5105	MicCheck_3204	MSX_3304	WizardMode_3405
E	adults	2	MSX_3304	BrickBond_5105	Colleido_1418	ImmerX_5416	WizardMode_3405	Lenticulus_5404
F	adults	2+	PPP_5321	MSX_3304	WizardMode_3405	BrickBond_5105	ImmerX_5416	HapticWaves_3306
G	10, 13-15	5	BrickBond_5105	WizardMode_3405	MSX_3304	EcoVision_3301	HapticWaves_3306	ImmerX_5416
H	19, 22, 22	3	Colleido_1418	Xhaler_5420	Quessant_5420	Expression_3418	Lenticulus_5404	Encore_RPIS
J	20-30	3 or 4	Lenticulus_5404	Stringers_5212	MicCheck_3204	towARds_Lobby	Alice_5208	Encore_RPIS
K	20-30	3 or 4	Int-Story_3404	Quessant_5420	Lenticulus_5404	HapticWaves_3306	MicCheck_3204	Encore_RPIS
L	adults	2	Expression_3418	Int-Story_3404	Stringers_5212	Xhaler_5420	OnionFuture_3414	PPP_5321
M	8, 11, A, A	4	MicCheck_3204	towARds_Lobby	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414
N	15-20s	2	HapticWaves_3306	MicCheck_3204	towARds_Lobby	PPP_5321	Stringers_5212	Encore_RPIS
O	20-30	3	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414	Int-Story_3404	Encore_RPIS
P	A, 16, 12	3	towARds_Lobby	PPP_5321	ImmerX_5416	Lenticulus_5404	Quessant_5420	Encore_RPIS
Q	30+	3	Quessant_5420	Lenticulus_5404	HapticWaves_3306	Int-Story_3404	Expression_3418	Encore_RPIS
R	20s	2	Xhaler_5420	EcoVision_3301	OnionFuture_3414	MSX_3304	PPP_5321	Int-Story_3404
S	18+	4	LostEcho_5208	ImmerX_5416	Expression_3418	Stringers_5212	BrickBond_5105	Encore_RPIS
T	18+	2 to 4	Stringers_5212	HapticWaves_3306	Int-Story_3404	WizardMode_3405	Colleido_1418	Encore_RPIS
U	13, 25, A	3	ImmerX_5416	Alice_5208	PPP_5321	Quessant_5420	EcoVision_3301	Stringers_5212
V	18+	4	WizardMode_3405	Expression_3418	OnionFuture_3414	Colleido_1418	Encore_RPIS	Quessant_5420

All teams testing at 9:30 MUST have ONE PERSON in the RPIS at 9:20 AM to get their first testers! Then, escort playtesters to their next space at 9:49, 10:09, etc.

AFTERNOON (morning is on the other side):

Group	Age	N	1:00 PM	1:20 PM	1:40 PM	2:00 PM	2:20 PM	2:40 PM
AA	11, 12, 12	3	MSX_3304	BrickBond_5105	LostEcho_5208	tour_5_Elevator	WizardMode_3405	EcoVision_3301
BB	12	3	OnionFuture_3414	MSX_3304	WizardMode_3405	BrickBond_5105	LostEcho_5208	tour_5_Elevator
CC	13	2	BrickBond_5105	WizardMode_3405	MSX_3304	EcoVision_3301	tour_5_Elevator	Xhaler_5420
DD	14, 14, 15	3	EcoVision_3301	OnionFuture_3414	BrickBond_5105	PPP_5321	MSX_3304	towARds_Lobby
EE	Adult	0 to 2	MSX_3304	BrickBond_5105	Colleido_1418	ImmerX_5416	WizardMode_3405	Lenticulus_5404
FF	Adult	0 to 2	PPP_5321	MSX_3304	WizardMode_3405	BrickBond_5105	Stringers_5212	HapticWaves_3306
GG	Adult	0 to 2	BrickBond_5105	WizardMode_3405	MSX_3304	Expression_3418	HapticWaves_3306	Encore_RPIS
HH	9, 13, A	3	Xhaler_5420	EcoVision_3301	OnionFuture_3414	MSX_3304	BrickBond_5105	Stringers_5212
JJ	14, 22, A, A	4	LostEcho_5208	Xhaler_5420	EcoVision_3301	Stringers_5212	Lenticulus_5404	MSX_3304
LL	16	3	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414	EcoVision_3301	WizardMode_3405
MM	14	2	towARds_Lobby	Alice_5208	Stringers_5212	Xhaler_5420	OnionFuture_3414	MicCheck_3204
NN	16	2	MicCheck_3204	towARds_Lobby	Alice_5208	LostEcho_5208	ImmerX_5416	Xhaler_5420
OO	16	3	HapticWaves_3306	MicCheck_3204	towARds_Lobby	Alice_5208	ImmerX_5416	Encore_RPIS
PP	17-18	3	Lenticulus_5404	Stringers_5212	MicCheck_3204	towARds_Lobby	Alice_5208	Encore_RPIS
QQ	20	3	Stringers_5212	Holocraft_1422	ImmerX_5416	MicCheck_3204	towARds_Lobby	Encore_RPIS
RR	25-35	5 or 6	Quessant_5420	Lenticulus_5404	HapticWaves_3306	Spelunx_3404	Expression_3418	Holocraft_1422
SS	20s, 30s	3 or 4	Spelunx_3404	Quessant_5420	Lenticulus_5404	HapticWaves_3306	MicCheck_3204	Encore_RPIS
TT	20s	4	Colleido_1418	ImmerX_5416	Quessant_5420	Lenticulus_5404	Holocraft_1422	Encore_RPIS
UU	20s	3 to 4	ImmerX_5416	Spelunx_3404	PPP_5321	Quessant_5420	Colleido_1418	Encore_RPIS
VV	30+	2	Expression_3418	PPP_5321	Spelunx_3404	Holocraft_1422	Quessant_5420	WizardMode_3405
WW	20s	3 or 4	Holocraft_1422	Colleido_1418	Expression_3418	WizardMode_3405	Spelunx_3404	Quessant_5420
XX	20s	3 or 4	WizardMode_3405	Expression_3418	Holocraft_1422	Colleido_1418	PPP_5321	Spelunx_3404

All teams testing at 1 pm MUST have ONE PERSON in the RPIS at 12:50 PM to get their first testers! Then, escort playtesters to their next space at 1:19, 1:39, etc.



❑ Playtest our experience @ETC

❑ Community members

- Local school students & faculties
- Families
- ETC connections & partners

MORNING (afternoon is on the other side):

Group	Age	N	9:30 AM	9:50 AM	10:10 AM	10:30 AM	10:50 AM	11:10 AM
A	8, 16	2	MSX_3304	BrickBond_5105	LostEcho_5208	Alice_5208	WizardMode_3405	EcoVision_3301
B	9, 11, 11	3+	OnionFuture_3414	MSX_3304	WizardMode_3405	BrickBond_5105	LostEcho_5208	Alice_5208
C	7, 9, A	3	BrickBond_5105	WizardMode_3405	EcoVision_3301	OnionFuture_3414	townArds_Lobby	Xhaler_5420
D	12, 14, 16, A	4	EcoVision_3301	OnionFuture_3414	BrickBond_5105	MicCheck_3204	MSX_3304	WizardMode_3405
E	adults	2	MSX_3304	BrickBond_5105	Colleido_1418	ImmerX_5416	WizardMode_3405	Lenticulus_5404
F	adults	2+	PPP_5321	MSX_3304	WizardMode_3405	BrickBond_5105	ImmerX_5416	HapticWaves_3306
G	10, 13-15	5	BrickBond_5105	WizardMode_3405	MSX_3304	EcoVision_3301	HapticWaves_3306	ImmerX_5416
H	19, 22, 22	3	Colleido_1418	Xhaler_5420	Quessant_5420	Expression_3418	Lenticulus_5404	Encore_RPIS
J	20-30	3 or 4	Lenticulus_5404	Stringers_5212	MicCheck_3204	townArds_Lobby	Alice_5208	Encore_RPIS
K	20-30	3 or 4	Int-Story_3404	Quessant_5420	Lenticulus_5404	HapticWaves_3306	MicCheck_3204	Encore_RPIS
L	adults	2	Expression_3418	Int-Story_3404	Stringers_5212	Xhaler_5420	OnionFuture_3414	PPP_5321
M	8, 11, A, A	4	MicCheck_3204	townArds_Lobby	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414
N	15-20s	2	HapticWaves_3306	MicCheck_3204	townArds_Lobby	PPP_5321	Stringers_5212	Encore_RPIS
O	20-30	3	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414	Int-Story_3404	Encore_RPIS
P	A, 16, 12	3	townArds_Lobby	PPP_5321	ImmerX_5416	Lenticulus_5404	Quessant_5420	Encore_RPIS
Q	30+	3	Quessant_5420	Lenticulus_5404	HapticWaves_3306	Int-Story_3404	Expression_3418	Encore_RPIS
R	20s	2	Xhaler_5420	EcoVision_3301	OnionFuture_3414	MSX_3304	PPP_5321	Int-Story_3404
S	18+	4	LostEcho_5208	ImmerX_5416	Expression_3418	Stringers_5212	BrickBond_5105	Encore_RPIS
T	18+	2 to 4	Stringers_5212	HapticWaves_3306	Int-Story_3404	WizardMode_3405	Colleido_1418	Encore_RPIS
U	13, 25, A	3	ImmerX_5416	Alice_5208	PPP_5321	Quessant_5420	EcoVision_3301	Stringers_5212
V	18+	4	WizardMode_3405	Expression_3418	OnionFuture_3414	Colleido_1418	Encore_RPIS	Quessant_5420

All teams testing at 9:30 MUST have ONE PERSON in the RPIS at 9:20 AM to get their first testers! Then, escort playtesters to their next space at 9:49, 10:09, etc.

AFTERNOON (morning is on the other side):

Group	Age	N	1:00 PM	1:20 PM	1:40 PM	2:00 PM	2:20 PM	2:40 PM
AA	11, 12, 12	3	MSX_3304	BrickBond_5105	LostEcho_5208	tour_5_Elevator	WizardMode_3405	EcoVision_3301
BB	12	3	OnionFuture_3414	MSX_3304	WizardMode_3405	BrickBond_5105	LostEcho_5208	tour_5_Elevator
CC	13	2	BrickBond_5105	WizardMode_3405	MSX_3304	EcoVision_3301	tour_5_Elevator	Xhaler_5420
DD	14, 14, 15	3	EcoVision_3301	OnionFuture_3414	BrickBond_5105	PPP_5321	MSX_3304	townArds_Lobby
EE	Adult	0 to 2	MSX_3304	BrickBond_5105	Colleido_1418	ImmerX_5416	WizardMode_3405	Lenticulus_5404
FF	Adult	0 to 2	PPP_5321	MSX_3304	WizardMode_3405	BrickBond_5105	Stringers_5212	HapticWaves_3306
GG	Adult	0 to 2	BrickBond_5105	WizardMode_3405	MSX_3304	Expression_3418	HapticWaves_3306	Encore_RPIS
HH	9, 13, A	3	Xhaler_5420	EcoVision_3301	OnionFuture_3414	MSX_3304	BrickBond_5105	Stringers_5212
JJ	14, 22, A, A	4	LostEcho_5208	Xhaler_5420	EcoVision_3301	Stringers_5212	Lenticulus_5404	MSX_3304
LL	16	3	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414	EcoVision_3301	WizardMode_3405
MM	14	2	townArds_Lobby	Alice_5208	Stringers_5212	Xhaler_5420	OnionFuture_3414	MicCheck_3204
NN	16	2	MicCheck_3204	townArds_Lobby	Alice_5208	LostEcho_5208	ImmerX_5416	Xhaler_5420
OO	16	3	HapticWaves_3306	MicCheck_3204	townArds_Lobby	Alice_5208	ImmerX_5416	Encore_RPIS
PP	17-18	3	Lenticulus_5404	Stringers_5212	MicCheck_3204	townArds_Lobby	Alice_5208	Encore_RPIS
QQ	20	3	Stringers_5212	Holocraft_1422	ImmerX_5416	MicCheck_3204	townArds_Lobby	Encore_RPIS
RR	25-35	5 or 6	Quessant_5420	Lenticulus_5404	HapticWaves_3306	Spelunx_3404	Expression_3418	Holocraft_1422
SS	20s, 30s	3 or 4	Spelunx_3404	Quessant_5420	Lenticulus_5404	HapticWaves_3306	MicCheck_3204	Encore_RPIS
TT	20s	4	Colleido_1418	ImmerX_5416	Quessant_5420	Lenticulus_5404	Holocraft_1422	Encore_RPIS
UU	20s	3 to 4	ImmerX_5416	Spelunx_3404	PPP_5321	Quessant_5420	Colleido_1418	Encore_RPIS
VV	30+	2	Expression_3418	Spelunx_3404	PPP_5321	Quessant_5420	Quessant_5420	WizardMode_3405
WW	20s	3 or 4	Holocraft_1422	Colleido_1418	Expression_3418	WizardMode_3405	Spelunx_3404	Quessant_5420
XX	20s	3 or 4	WizardMode_3405	Expression_3418	Holocraft_1422	Colleido_1418	PPP_5321	Spelunx_3404

All teams testing at 1 pm MUST have ONE PERSON in the RPIS at 12:50 PM to get their first testers! Then, escort playtesters to their next space at 1:19, 1:39, etc.



❑ Playtest our experience @ETC

❑ Community members

- Local school students & faculties
- Families
- ETC connections & partners

❑ Morning & afternoon sessions,
20-min slot per group

MORNING (afternoon is on the other side):

Group	Age	N	9:30 AM	9:50 AM	10:10 AM	10:30 AM	10:50 AM	11:10 AM
A	8, 16	2	MSX_3304	BrickBond_5105	LostEcho_5208	Alice_5208	WizardMode_3405	EcoVision_3301
B	9, 11, 11	3+	OnionFuture_3414	MSX_3304	WizardMode_3405	BrickBond_5105	LostEcho_5208	Alice_5208
C	7, 9, A	3	BrickBond_5105	WizardMode_3405	EcoVision_3301	OnionFuture_3414	towARds_Lobby	Xhaler_5420
D	12, 14, 16, A	4	EcoVision_3301	OnionFuture_3414	BrickBond_5105	MicCheck_3204	MSX_3304	WizardMode_3405
E	adults	2	MSX_3304	BrickBond_5105	Colleido_1418	ImmerX_5416	WizardMode_3405	Lenticulus_5404
F	adults	2+	PPP_5321	MSX_3304	WizardMode_3405	BrickBond_5105	ImmerX_5416	HapticWaves_3306
G	10, 13-15	5	BrickBond_5105	WizardMode_3405	MSX_3304	EcoVision_3301	HapticWaves_3306	ImmerX_5416
H	19, 22, 22	3	Colleido_1418	Xhaler_5420	Quessant_5420	Expression_3418	Lenticulus_5404	Encore_RPIS
J	20-30	3 or 4	Lenticulus_5404	Stringers_5212	MicCheck_3204	towARds_Lobby	Alice_5208	Encore_RPIS
K	20-30	3 or 4	Int-Story_3404	Quessant_5420	Lenticulus_5404	HapticWaves_3306	MicCheck_3204	Encore_RPIS
L	adults	2	Expression_3418	Int-Story_3404	Stringers_5212	Xhaler_5420	OnionFuture_3414	PPP_5321
M	8, 11, A, A	4	MicCheck_3204	towARds_Lobby	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414
N	15-20s	2	HapticWaves_3306	MicCheck_3204	towARds_Lobby	PPP_5321	Stringers_5212	Encore_RPIS
O	20-30	3	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414	Int-Story_3404	Encore_RPIS
P	A, 16, 12	3	towARds_Lobby	PPP_5321	ImmerX_5416	Lenticulus_5404	Quessant_5420	Encore_RPIS
Q	30+	3	Quessant_5420	Lenticulus_5404	HapticWaves_3306	Int-Story_3404	Expression_3418	Encore_RPIS
R	20s	2	Xhaler_5420	EcoVision_3301	OnionFuture_3414	MSX_3304	PPP_5321	Int-Story_3404
S	18+	4	LostEcho_5208	ImmerX_5416	Expression_3418	Stringers_5212	BrickBond_5105	Encore_RPIS
T	18+	2 to 4	Stringers_5212	HapticWaves_3306	Int-Story_3404	WizardMode_3405	Colleido_1418	Encore_RPIS
U	13, 25, A	3	ImmerX_5416	Alice_5208	PPP_5321	Quessant_5420	EcoVision_3301	Stringers_5212
V	18+	4	WizardMode_3405	Expression_3418	OnionFuture_3414	Colleido_1418	Encore_RPIS	Quessant_5420

All teams testing at 9:30 MUST have ONE PERSON in the RPIS at 9:20 AM to get their first testers! Then, escort playtesters to their next space at 9:49, 10:09, etc.

AFTERNOON (morning is on the other side):

Group	Age	N	1:00 PM	1:20 PM	1:40 PM	2:00 PM	2:20 PM	2:40 PM
AA	11, 12, 12	3	MSX_3304	BrickBond_5105	LostEcho_5208	tour_5_Elevator	WizardMode_3405	EcoVision_3301
BB	12	3	OnionFuture_3414	MSX_3304	WizardMode_3405	BrickBond_5105	LostEcho_5208	tour_5_Elevator
CC	13	2	BrickBond_5105	WizardMode_3405	MSX_3304	EcoVision_3301	tour_5_Elevator	Xhaler_5420
DD	14, 14, 15	3	EcoVision_3301	OnionFuture_3414	BrickBond_5105	PPP_5321	MSX_3304	towARds_Lobby
EE	Adult	0 to 2	MSX_3304	BrickBond_5105	Colleido_1418	ImmerX_5416	WizardMode_3405	Lenticulus_5404
FF	Adult	0 to 2	PPP_5321	MSX_3304	WizardMode_3405	BrickBond_5105	Stringers_5212	HapticWaves_3306
GG	Adult	0 to 2	BrickBond_5105	WizardMode_3405	MSX_3304	Expression_3418	HapticWaves_3306	Encore_RPIS
HH	9, 13, A	3	Xhaler_5420	EcoVision_3301	OnionFuture_3414	MSX_3304	BrickBond_5105	Stringers_5212
JJ	14, 22, A, A	4	LostEcho_5208	Xhaler_5420	EcoVision_3301	Stringers_5212	Lenticulus_5404	MSX_3304
LL	16	3	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414	EcoVision_3301	WizardMode_3405
MM	14	2	towARds_Lobby	Alice_5208	Stringers_5212	Xhaler_5420	OnionFuture_3414	MicCheck_3204
NN	16	2	MicCheck_3204	towARds_Lobby	Alice_5208	LostEcho_5208	ImmerX_5416	Xhaler_5420
OO	16	3	HapticWaves_3306	MicCheck_3204	towARds_Lobby	Alice_5208	ImmerX_5416	Encore_RPIS
PP	17-18	3	Lenticulus_5404	Stringers_5212	MicCheck_3204	towARds_Lobby	Alice_5208	Encore_RPIS
QQ	20	3	Stringers_5212	Holocraft_1422	ImmerX_5416	MicCheck_3204	towARds_Lobby	Encore_RPIS
RR	25-35	5 or 6	Quessant_5420	Lenticulus_5404	HapticWaves_3306	Spelunx_3404	Expression_3418	Holocraft_1422
SS	20s, 30s	3 or 4	Spelunx_3404	Quessant_5420	Lenticulus_5404	HapticWaves_3306	MicCheck_3204	Encore_RPIS
TT	20s	4	Colleido_1418	ImmerX_5416	Quessant_5420	Lenticulus_5404	Holocraft_1422	Encore_RPIS
UU	20s	3 to 4	ImmerX_5416	Spelunx_3404	PPP_5321	Quessant_5420	Colleido_1418	Encore_RPIS
VV	30+	2	Expression_3418	Spelunx_3404	PPP_5321	Quessant_5420	Quessant_5420	WizardMode_3405
WW	20s	3 or 4	Holocraft_1422	Colleido_1418	Expression_3418	WizardMode_3405	Spelunx_3404	Quessant_5420
XX	20s	3 or 4	WizardMode_3405	Expression_3418	Holocraft_1422	Colleido_1418	PPP_5321	Spelunx_3404

All teams testing at 1 pm MUST have ONE PERSON in the RPIS at 12:50 PM to get their first testers! Then, escort playtesters to their next space at 1:19, 1:39, etc.

❑ Playtest our experience @ETC

❑ Community members

- Local school students & faculties
- Families
- ETC connections & partners

❑ Morning & afternoon sessions,
20-min slot per group

❑ What we do:

- Observe our guests
- Playtest interviews
- Problems & solutions

MORNING (afternoon is on the other side):

Group	Age	N	9:30 AM	9:50 AM	10:10 AM	10:30 AM	10:50 AM	11:10 AM
A	8, 16	2	MSX_3304	BrickBond_5105	LostEcho_5208	Alice_5208	WizardMode_3405	EcoVision_3301
B	9, 11, 11	3+	OnionFuture_3414	MSX_3304	WizardMode_3405	BrickBond_5105	LostEcho_5208	Alice_5208
C	7, 9, A	3	BrickBond_5105	WizardMode_3405	EcoVision_3301	OnionFuture_3414	towARds_Lobby	Xhaler_5420
D	12, 14, 16, A	4	EcoVision_3301	OnionFuture_3414	BrickBond_5105	MicCheck_3204	MSX_3304	WizardMode_3405
E	adults	2	MSX_3304	BrickBond_5105	Colleido_1418	ImmerX_5416	WizardMode_3405	Lenticulus_5404
F	adults	2+	PPP_5321	MSX_3304	WizardMode_3405	BrickBond_5105	ImmerX_5416	HapticWaves_3306
G	10, 13-15	5	BrickBond_5105	WizardMode_3405	MSX_3304	EcoVision_3301	HapticWaves_3306	ImmerX_5416
H	19, 22, 22	3	Colleido_1418	Xhaler_5420	Quessant_5420	Expression_3418	Lenticulus_5404	Encore_RPIS
J	20-30	3 or 4	Lenticulus_5404	Stringers_5212	MicCheck_3204	towARds_Lobby	Alice_5208	Encore_RPIS
K	20-30	3 or 4	Int-Story_3404	Quessant_5420	Lenticulus_5404	HapticWaves_3306	MicCheck_3204	Encore_RPIS
L	adults	2	Expression_3418	Int-Story_3404	Stringers_5212	Xhaler_5420	OnionFuture_3414	PPP_5321
M	8, 11, A, A	4	MicCheck_3204	towARds_Lobby	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414
N	15-20s	2	HapticWaves_3306	MicCheck_3204	towARds_Lobby	PPP_5321	Stringers_5212	Encore_RPIS
O	20-30	3	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414	Int-Story_3404	Encore_RPIS
P	A, 16, 12	3	towARds_Lobby	PPP_5321	ImmerX_5416	Lenticulus_5404	Quessant_5420	Encore_RPIS
Q	30+	3	Quessant_5420	Lenticulus_5404	HapticWaves_3306	Int-Story_3404	Expression_3418	Encore_RPIS
R	20s	2	Xhaler_5420	EcoVision_3301	OnionFuture_3414	MSX_3304	PPP_5321	Int-Story_3404
S	18+	4	LostEcho_5208	ImmerX_5416	Expression_3418	Stringers_5212	BrickBond_5105	Encore_RPIS
T	18+	2 to 4	Stringers_5212	HapticWaves_3306	Int-Story_3404	WizardMode_3405	Colleido_1418	Encore_RPIS
U	13, 25, A	3	ImmerX_5416	Alice_5208	PPP_5321	Quessant_5420	EcoVision_3301	Stringers_5212
V	18+	4	WizardMode_3405	Expression_3418	OnionFuture_3414	Colleido_1418	Encore_RPIS	Quessant_5420

All teams testing at 9:30 MUST have ONE PERSON in the RPIS at 9:20 AM to get their first testers! Then, escort playtesters to their next space at 9:49, 10:09, etc.

AFTERNOON (morning is on the other side):

Group	Age	N	1:00 PM	1:20 PM	1:40 PM	2:00 PM	2:20 PM	2:40 PM
AA	11, 12, 12	3	MSX_3304	BrickBond_5105	LostEcho_5208	tour_5_Elevator	WizardMode_3405	EcoVision_3301
BB	12	3	OnionFuture_3414	MSX_3304	WizardMode_3405	BrickBond_5105	LostEcho_5208	tour_5_Elevator
CC	13	2	BrickBond_5105	WizardMode_3405	MSX_3304	EcoVision_3301	tour_5_Elevator	Xhaler_5420
DD	14, 14, 15	3	EcoVision_3301	OnionFuture_3414	BrickBond_5105	PPP_5321	MSX_3304	towARds_Lobby
EE	Adult	0 to 2	MSX_3304	BrickBond_5105	Colleido_1418	ImmerX_5416	WizardMode_3405	Lenticulus_5404
FF	Adult	0 to 2	PPP_5321	MSX_3304	WizardMode_3405	BrickBond_5105	Stringers_5212	HapticWaves_3306
GG	Adult	0 to 2	BrickBond_5105	WizardMode_3405	MSX_3304	Expression_3418	HapticWaves_3306	Encore_RPIS
HH	9, 13, A	3	Xhaler_5420	EcoVision_3301	OnionFuture_3414	MSX_3304	BrickBond_5105	Stringers_5212
JJ	14, 22, A, A	4	LostEcho_5208	Xhaler_5420	EcoVision_3301	Stringers_5212	Lenticulus_5404	MSX_3304
LL	16	3	Alice_5208	LostEcho_5208	Xhaler_5420	OnionFuture_3414	EcoVision_3301	WizardMode_3405
MM	14	2	towARds_Lobby	Alice_5208	Stringers_5212	Xhaler_5420	OnionFuture_3414	MicCheck_3204
NN	16	2	MicCheck_3204	towARds_Lobby	Alice_5208	LostEcho_5208	Xhaler_5420	ImmerX_5416
OO	16	3	HapticWaves_3306	MicCheck_3204	towARds_Lobby	Alice_5208	ImmerX_5416	Encore_RPIS
PP	17-18	3	Lenticulus_5404	Stringers_5212	MicCheck_3204	towARds_Lobby	Alice_5208	Encore_RPIS
QQ	20	3	Stringers_5212	Holocraft_1422	ImmerX_5416	MicCheck_3204	towARds_Lobby	Encore_RPIS
RR	25-35	5 or 6	Quessant_5420	Lenticulus_5404	HapticWaves_3306	Spelunx_3404	Expression_3418	Holocraft_1422
SS	20s, 30s	3 or 4	Spelunx_3404	Quessant_5420	Lenticulus_5404	HapticWaves_3306	MicCheck_3204	Encore_RPIS
TT	20s	4	Colleido_1418	ImmerX_5416	Quessant_5420	Lenticulus_5404	Holocraft_1422	Encore_RPIS
UU	20s	3 to 4	ImmerX_5416	Spelunx_3404	PPP_5321	Quessant_5420	Colleido_1418	Encore_RPIS
VV	30+	2	Expression_3418	PPP_5321	Spelunx_3404	Holocraft_1422	Quessant_5420	WizardMode_3405
WW	20s	3 or 4	Holocraft_1422	Colleido_1418	Expression_3418	WizardMode_3405	Spelunx_3404	Quessant_5420
XX	20s	3 or 4	WizardMode_3405	Expression_3418	Holocraft_1422	Colleido_1418	PPP_5321	Spelunx_3404

All teams testing at 1 pm MUST have ONE PERSON in the RPIS at 12:50 PM to get their first testers! Then, escort playtesters to their next space at 1:19, 1:39, etc.

Playtest Environment Setup



Playtest Environment Setup



Playtest Environment Setup



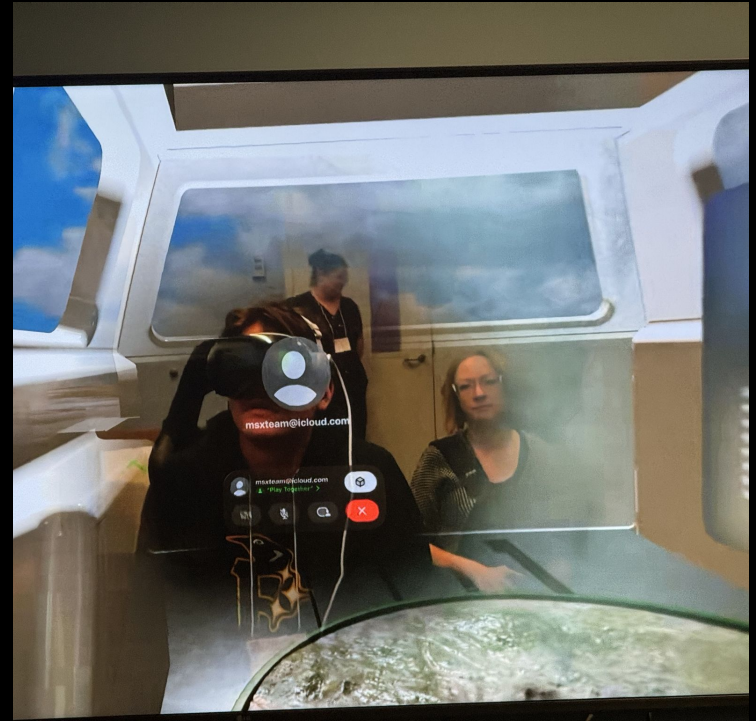
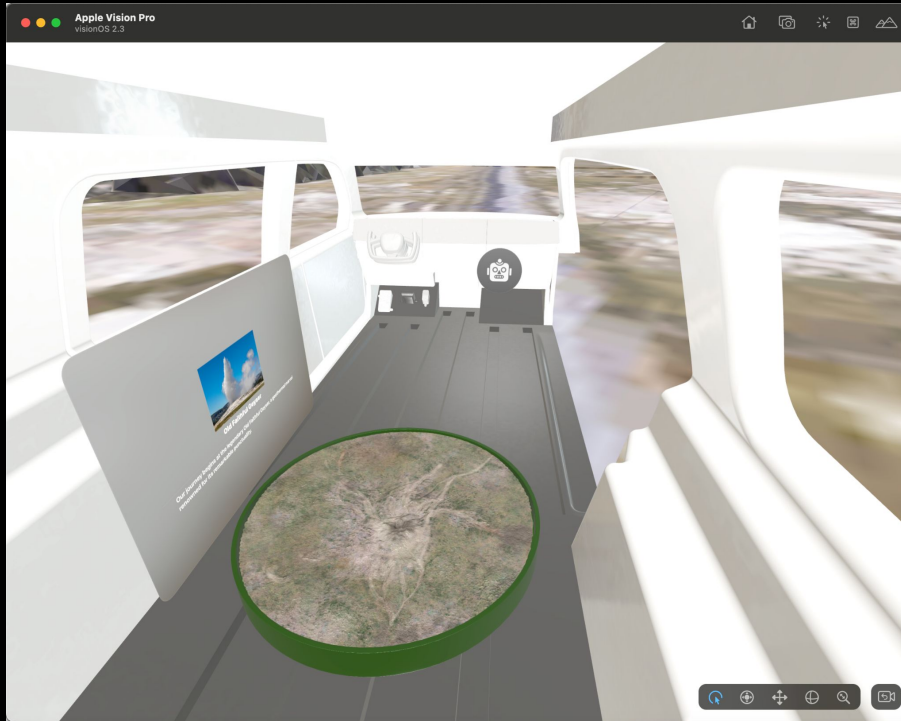
Playtest Environment



Playtest Environment



Playtest Experience --- Geyser Setoff



Playtest Day (Mar. 29th)

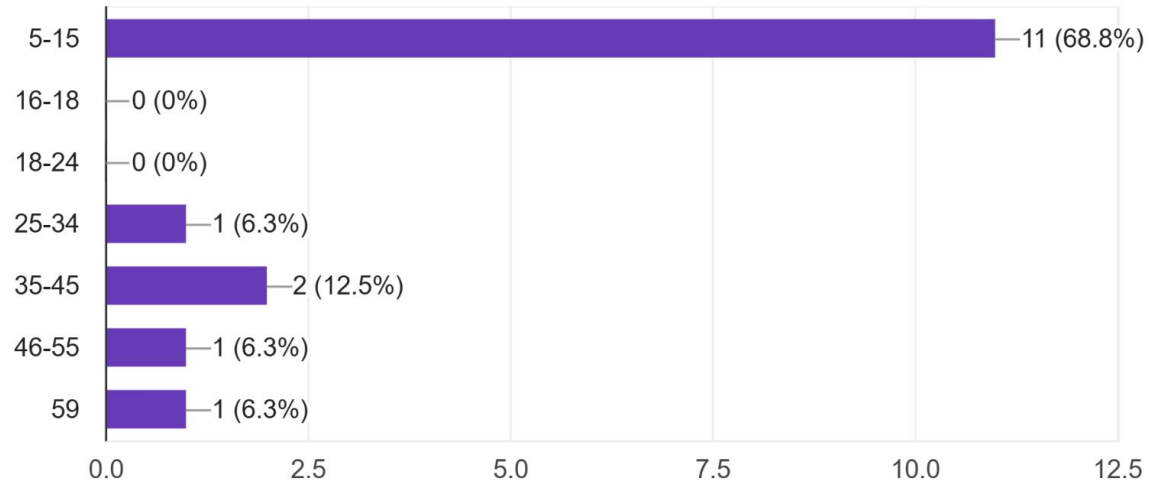


Playtest Data

What is your age range

 Copy chart

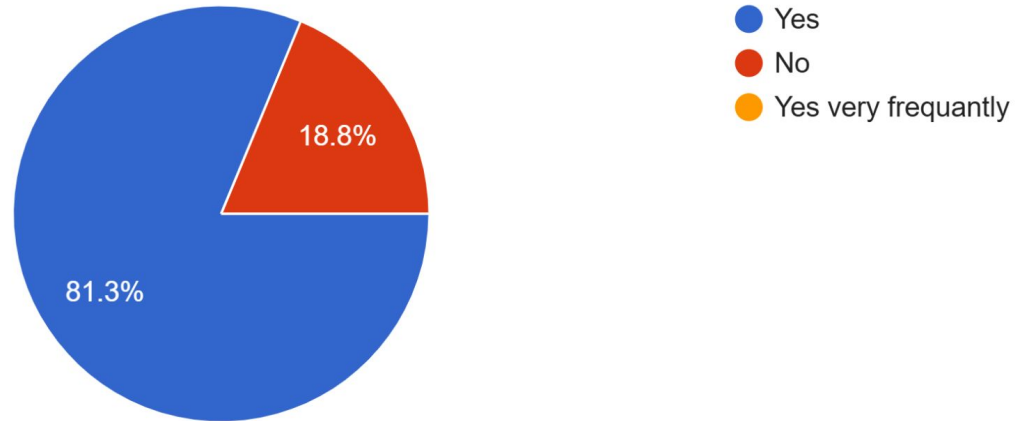
16 responses



Playtest Data

Have you tried AVP or other VR devices before?

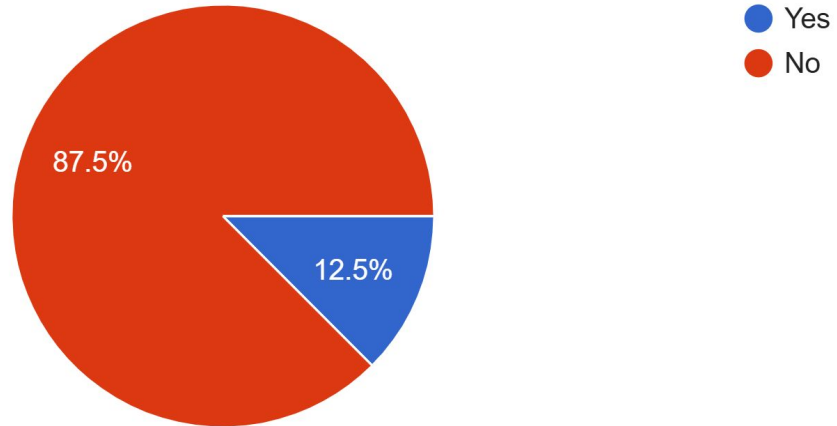
16 responses



Playtest Data

Have you ever been to Yellow Stone National Park

16 responses



Playtest Interviews

Q: What moment left the strongest impression on you?

Playtest Interviews

Q: What moment left the strongest impression on you?

- ❑ Tap fingers and set off the geyser together (action & interaction)

Playtest Interviews

Q: What moment left the strongest impression on you?

- ❑ Tap fingers and set off the geyser together (action & interaction)
- ❑ The knowledge! (education)

Playtest Interviews

Q: What moment left the strongest impression on you?

- ❑ Tap fingers and set off the geyser together (action & interaction)
- ❑ The knowledge! (education)
- ❑ Exploring interior & exterior environments (curiosity)

Playtest Interviews

Q: What moment left the strongest impression on you?

- ❑ Tap fingers and set off the geyser together (action & interaction)
- ❑ The knowledge! (education)
- ❑ Exploring interior & exterior environments (curiosity)
- ❑ Getting into the world (immersion)

Playtest Interviews

Q: What emotions did you have during the experience?

Playtest Interviews

Q: What emotions did you have during the experience?

- ❑ Interesting and beautiful

Playtest Interviews

Q: What emotions did you have during the experience?

- ☐ Interesting and beautiful
- ☐ Excited once into the environment

Playtest Interviews

Q: What emotions did you have during the experience?

- ☐ Interesting and beautiful
- ☐ Excited once into the environment
- ☐ A little too fast, hard to catch the text

Playtest Interviews

Q: What emotions did you have during the experience?

- ☐ Interesting and beautiful
- ☐ Excited once into the environment
- ☐ A little too fast, hard to catch the text
- ☐ Like the concept of introducing something

Playtest Interviews

Q: Do you have suggestions for improvements or additions you'd like to see?

- ❑ Want to feel how high the geyser is with a height reference
- ❑ More environments (more experiences, not only the geyser attraction)
- ❑ More interactions

Playtest Takeaways

- ❑ Our experience needs a **better flow pace** so that guests can capture all available information shown to them
- ❑ Guidance (tutorial) to set off the geyser would be very helpful for guests **to understand what this experience is** and **what they should do**
- ❑ Assets refinement and optimization are needed, such as car seats and door, to **make the experience feel realistic**
- ❑ Setting up Apple Vision Pro for guests was very very very hard (hands & eyes calibration, SharePlay via Facetime, Headband adjustment for children, etc.). We need to find a way to facilitate all these procedures.



Playtest Day Review (Mar. 29th)

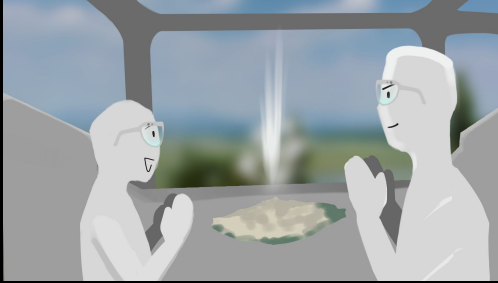
Progress **Check-in** & **Week Plan**

- ❑ Art Assets
- ❑ Programming & Tech
- ❑ Final Demo Video

Soft Opening Preview (Apr. 10th, tomorrow)

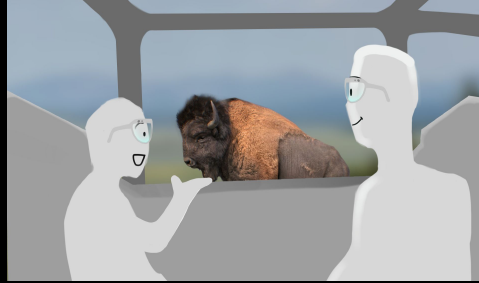
Client Visit Details

Experiences



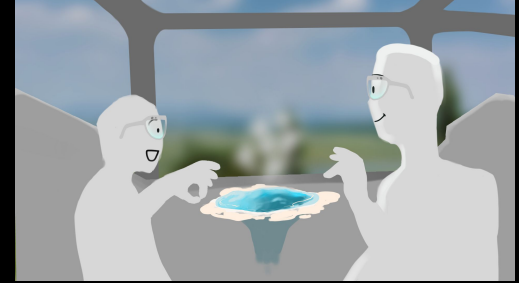
Geyser Experience

Set off the geyser together



Bison Experience

Feed the bison with the
right food



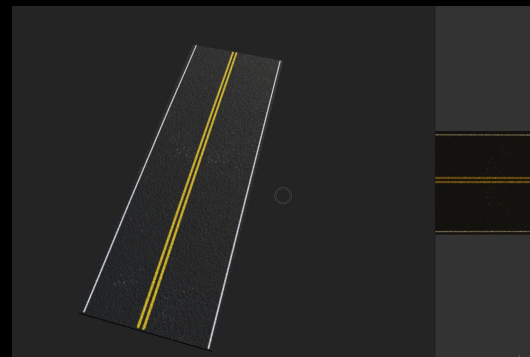
Pool Experience

Customize the color of
morning glory pool with
different chemicals and
microorganisms

Art Assets --- Progress **Check-in**

Environment & Car

- ✓ Car seats & door modeling and texturing
- ✓ New terrain sculpting
- ✓ New road sculpting & texturing



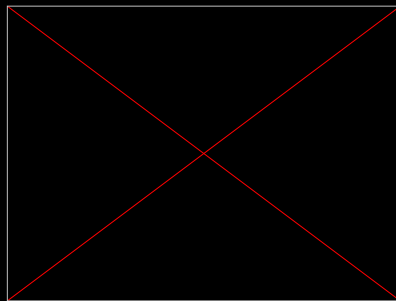
Art Assets --- Progress **Check-in**

Environment & Car

- ✓ Car seats & door modeling and texturing
- ✓ New terrain sculpting
- ✓ New road sculpting & texturing

Bison Experience

- ✓ Bison animation & integration
- ✓ Bison fur fix



Art Assets --- Progress Check-in

Environment & Car

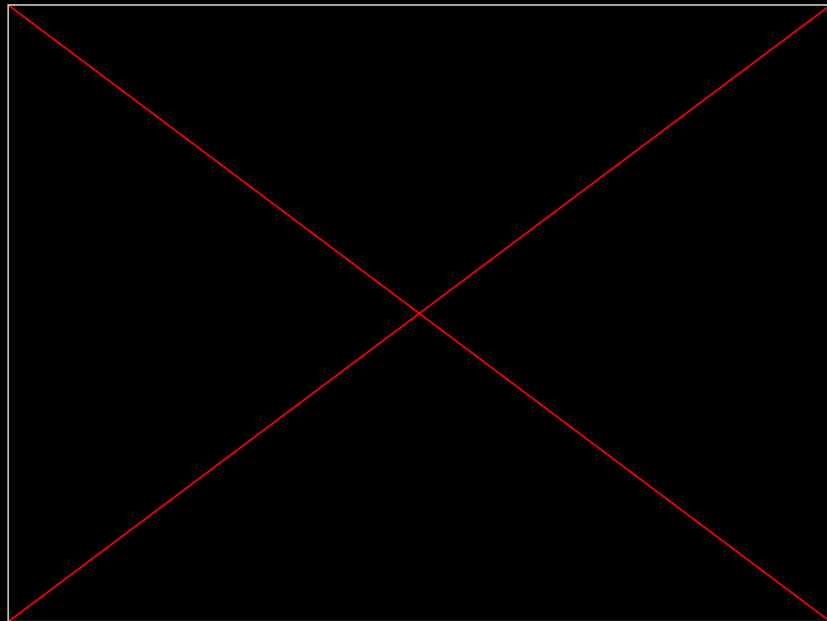
- ✓ Car seats & door modeling and texturing
- ✓ New terrain sculpting
- ✓ New road sculpting & texturing

Bison Experience

- ✓ Bison animation & integration
- ✓ Bison fur fix

Morning Glory Pool Experience

- ✓ Pool shader & particle effects
- ✓ Liquid pouring shader & particle effects



Art Assets --- By Soft Opening

Environment & Car

- ❑ Car seats layout adjustment
- ❑ New terrain integration adjustment
- ❑ New road integration adjustment

Bison Experience

- ❑ Bison animation adjustment

Morning Glory Pool Experience

- ❑ Pool integration
- ❑ Liquid pouring effect integration
- ❑ In-tube liquid shader

Playtest Day Review (Mar. 29th)

Progress **Check-in** & **Week Plan**



Art Assets



Programming & Tech



Final Demo Video

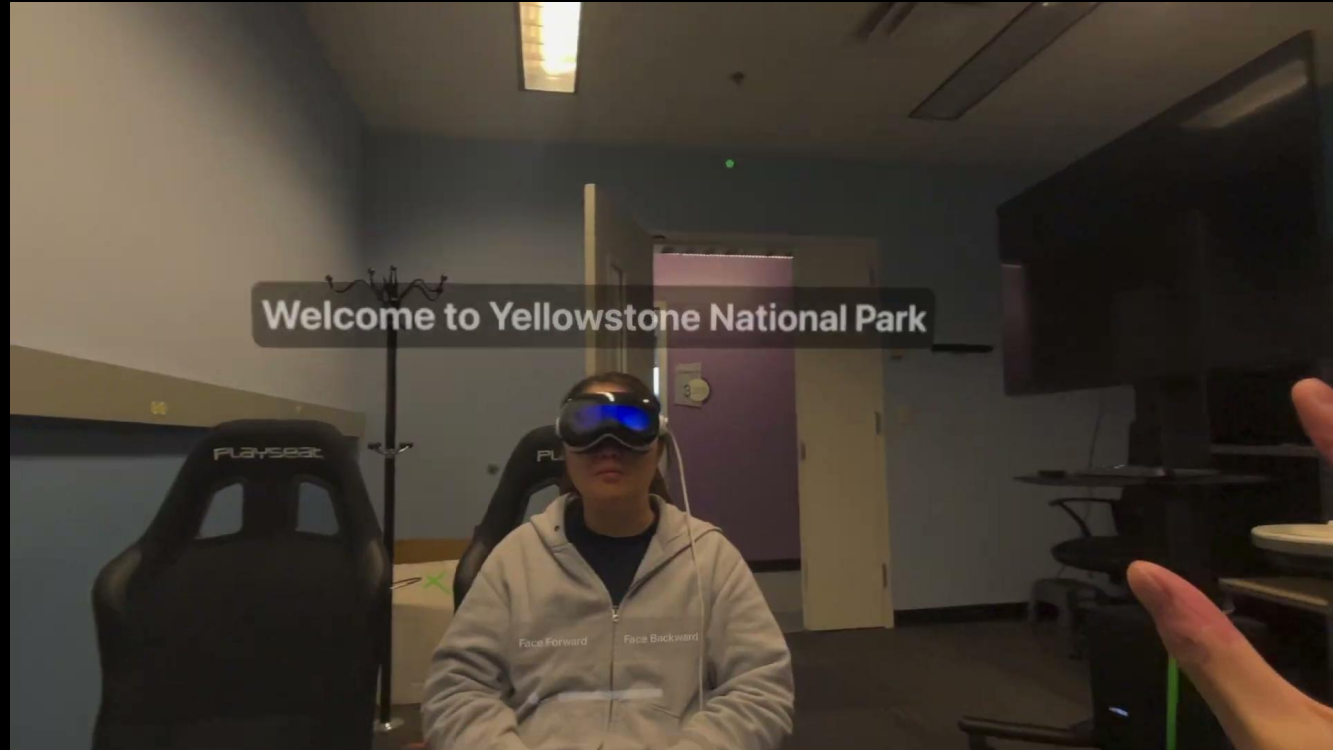
Soft Opening Preview (Apr. 10th, tomorrow)

Client Visit Details

Programming & Tech --- Progress Check-in

- ✓ Integrated new multiplayer framework
- ✓ Add all voice-overs to experiences
- ✓ Finished geyser and bison experiences

Programming & Tech --- Progress **Check-in**



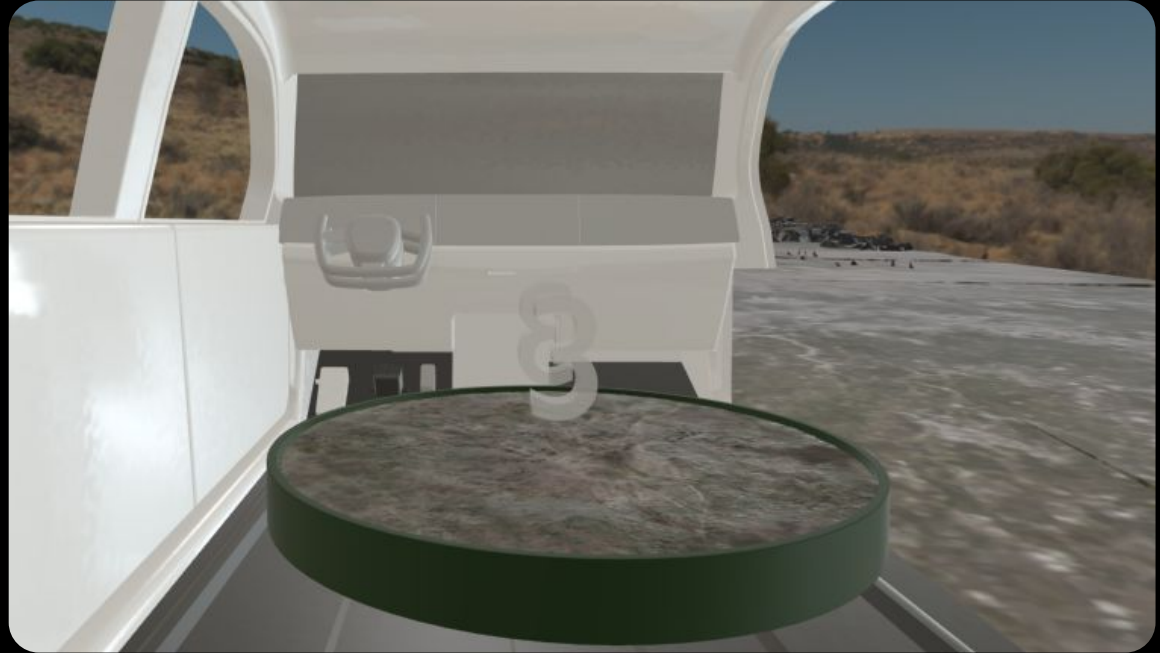
Programming & Tech --- Progress **Check-in**



Programming & Tech --- Progress **Check-in**

Countdown timer for collaboration

Players need to tap together at the same time to trigger the geyser eruption



Programming & Tech --- Progress **Check-in**



Programming & Tech --- Progress **Check-in**

Play negative feedback
sound



Programming & Tech --- Progress **Check-in**

Play positive feedback:
bison walks close and eats the
bluegrass. The experience
ends.



Programming & Tech --- Week Plan

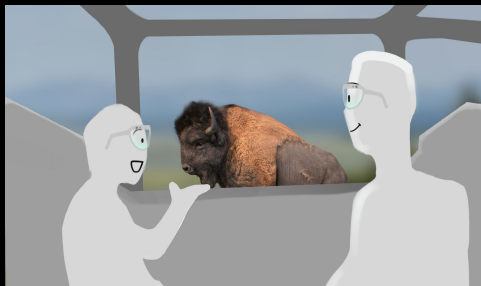
- ❑ Add updated car with new texture
- ❑ Add car door
- ❑ Improve UI at the beginning (collab with artists)
- ❑ Integrate new environment
- ❑ Fix minor issues with artists on art assets
(e.g. flower model with a wrong origin; bison fur texture issue)

Overall Progress



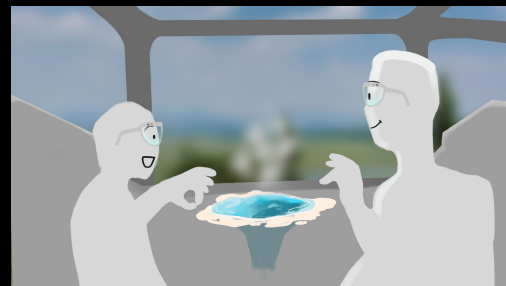
Geyser Experience

- ✓ Old Faithful Geyser Model
- ✓ Geyser Eruption VFX
- ✓ Pinch & Erupt Function
- ✓ Eruption Sound Effect
- ✓ VFX Optimization
- ✓ Ground Material Adjustment



Bison Experience

- ✓ Bison Model
- ✓ Bison Food Models
- ✓ Bison Model Animations
 - ★ idle, eat, walk
- ✓ Bison Sound Effect
- ✓ Gameplay Function



Pool Experience

- ✓ Morning Glory Pool Shader
- ✓ Test Tube Glass Shader
- ✓ Pool Water Sound Effect
- ✓ Test Tube Glassware Sound
- ✓ Gameplay Function

Overall Progress

Experience Environment in Apple Vision Pro

- ✓ Add car door and car seats
- ✓ Refine outside environment and road material
- ✓ EV sounds
- ✓ Ambience sounds (e.g. tire sounds)

Playtest Day Review (Mar. 29th)

Progress **Check-in** & **Week Plan**



Art Assets



Programming & Tech



Final Demo Video

Soft Opening Preview (Apr. 10th, tomorrow)

Client Visit Details

Final Demo Video --- Production Plan

Pre-production:

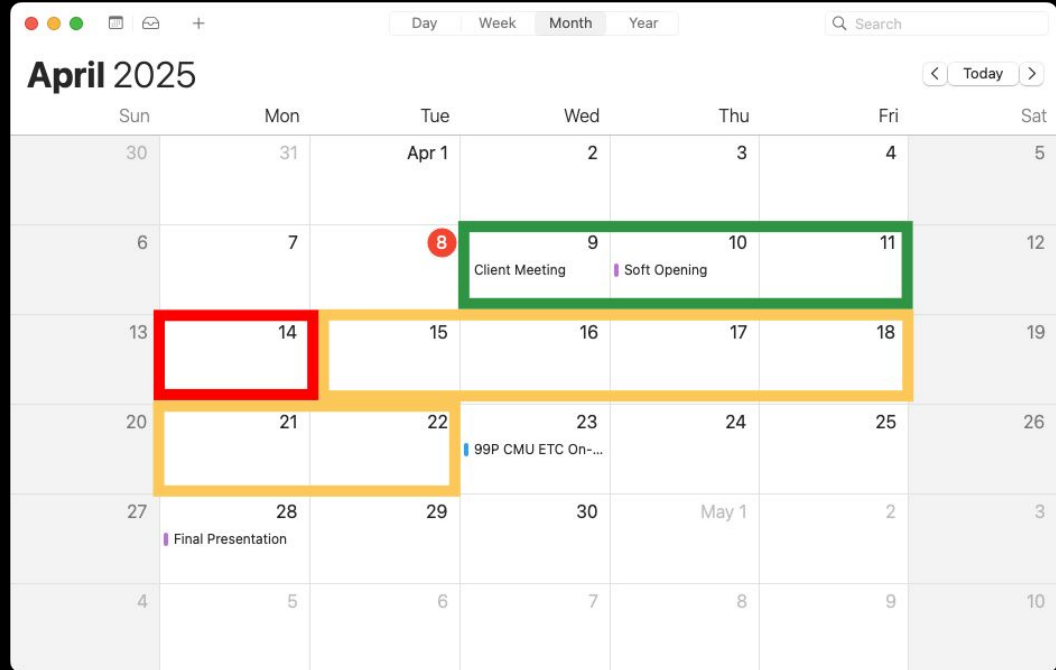
☐ April 9th - 11th

Filming:

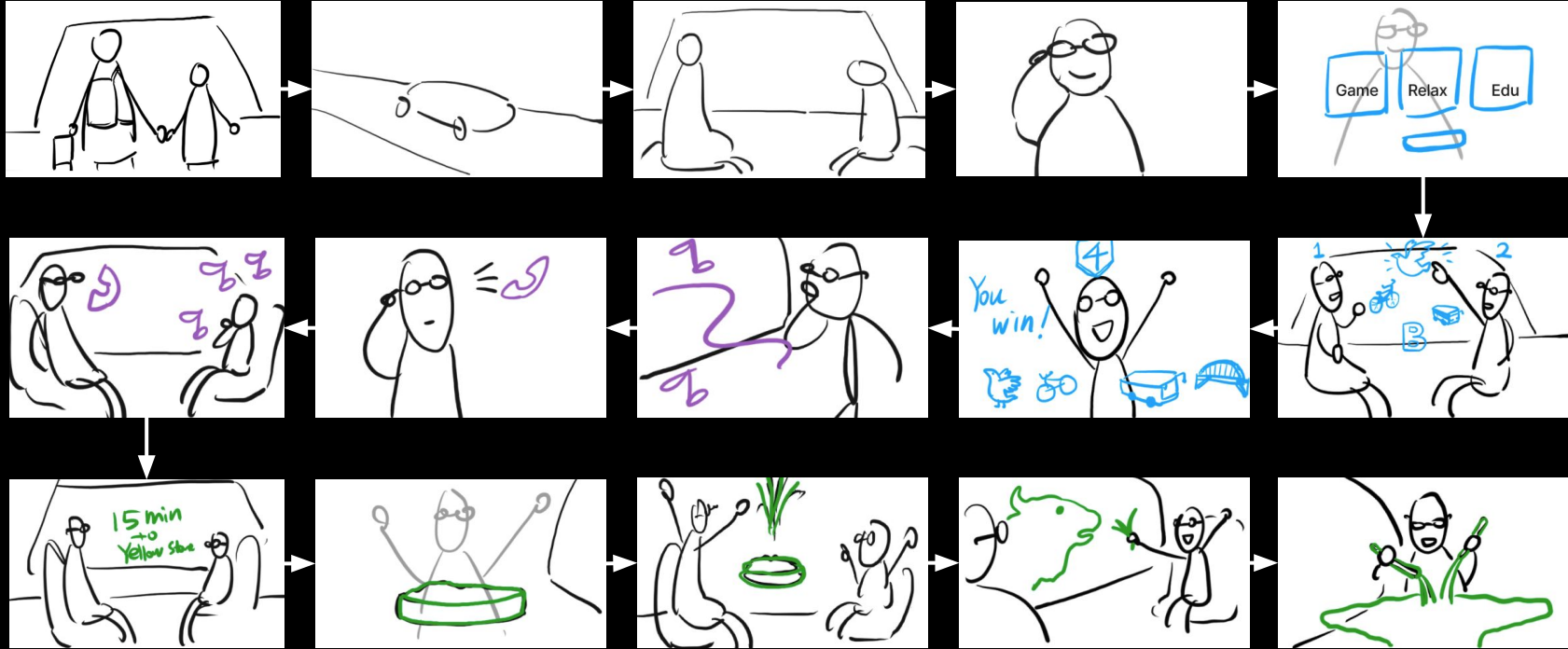
☐ April 14th

Post-production

☐ April 15th - 22nd



Final Demo Video --- Progress Check-in



Playtest Day Review

Progress Check-in & Week Plan



Art Assets



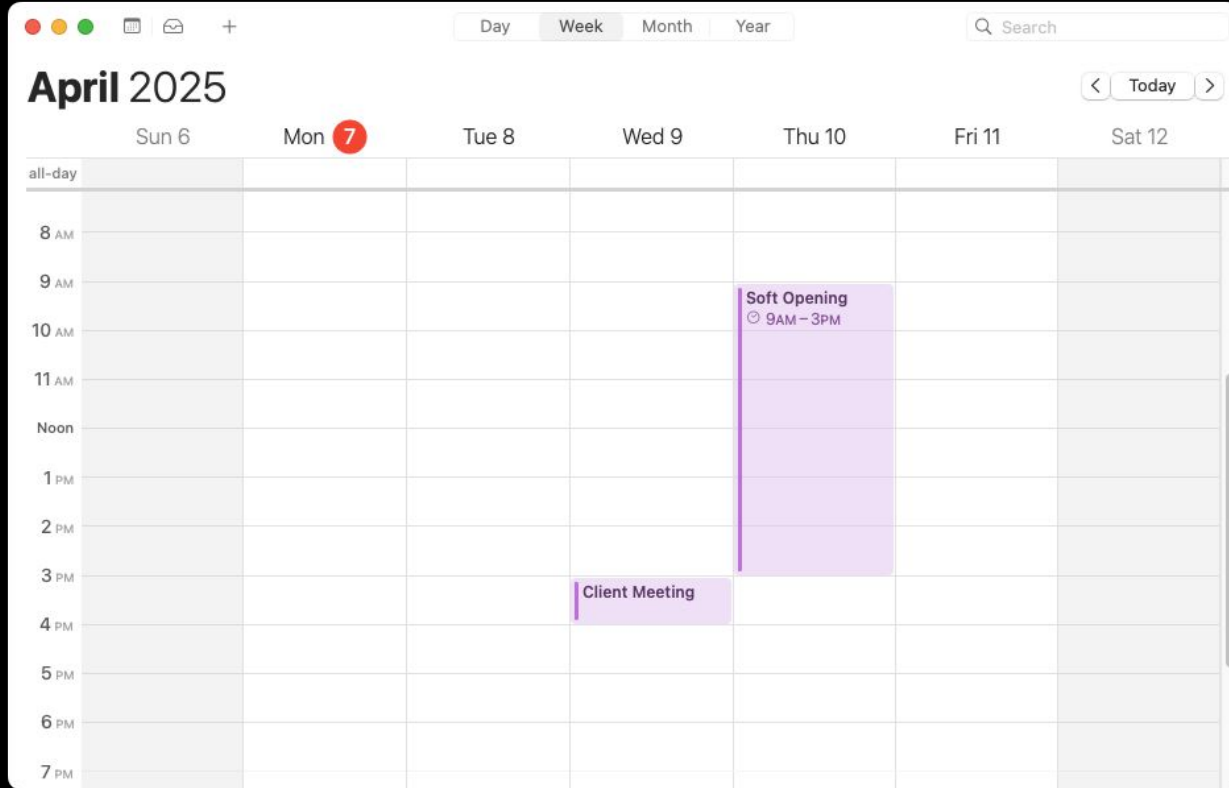
Programming & Tech



Final Demo Video

Soft Opening Preview (Apr. 10th, tomorrow)

Client Visit Details

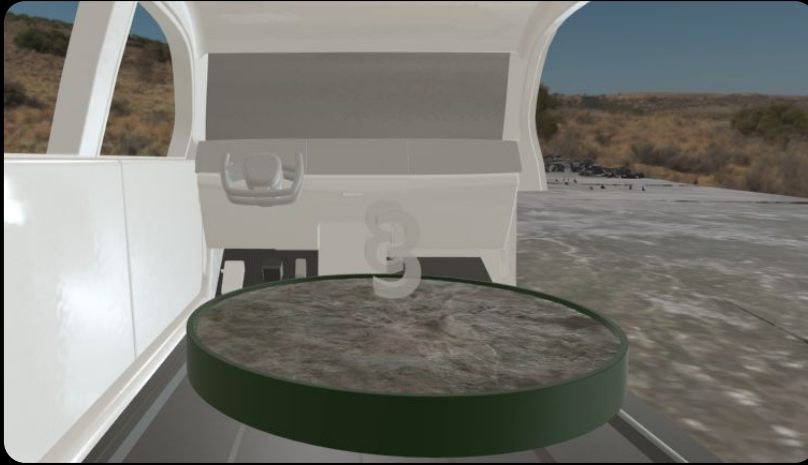


Soft Opening Preview

Thursday April 10													
Team Name	Room	9:00 AM	9:30 AM	10:00 AM	10:30 AM	11:00 AM	11:30 AM	(lunch)	1:00 PM	1:30 PM	2:00 PM	2:30 PM	3:00 PM
MSX	3304			Jess	Shirl S	Mike	John		Heather	Dave		Ricardo	Tom
MSX	3304				Scott	Jesse							

- ❑ Project check-in before final
- ❑ ETC faculties
- ❑ 30-min slot to learn and experience the project
- ❑ Feedback & comments

Soft Opening Experiences



Geyser Experience

2-3 mins



Bison Experience

2-3 mins

Playtest Day Review

Progress Check-in & Week Plan



Art Assets



Programming & Tech



Final Demo Video

Soft Opening Preview (Apr. 10th, tomorrow)

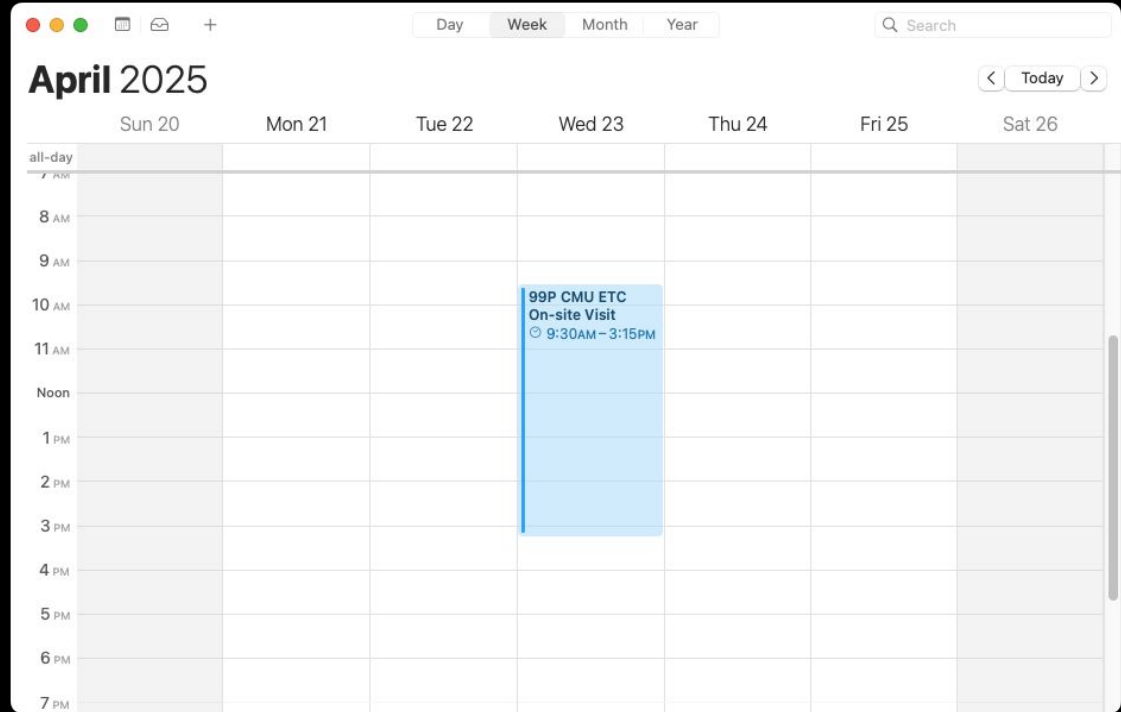
Client Visit Details

Honda 99P Labs CMU ETC on-site visit

Wed, April 23rd

❑ Time Slot TBD

❑ ~~3:30 pm - 4:50 pm~~



Proposed Activities

MSX Project:

@ETC Meeting Room 3301

Final Presentation

20 mins (demo video included)

Experience Demo Try-on

30 mins

ETC Tour:

ETC Cavern Tour

20 mins

ETC Other Projects x 2

20 mins

Approx. 1 hr 30 mins

Playtest Day Review (Mar. 29th)

Progress Check-in & Week Plan

- ❑ Art Assets
- ❑ Programming & Tech
- ❑ Final Demo Video

Soft Opening Preview

Client Visit Details

Q & A

- ❑ Blog
- ❑ Project Website

Quiz Time. Relax!

F1 Japanese Grand Prix (4/4 - 4/6)

Which circuit is this?



F1 Japanese Grand Prix (4/4 - 4/6)

Which circuit is this?

Suzuka Circuit!



F1 Japanese Grand Prix (4/4 - 4/6)

Suzuka Circuit was
built by?
(year & company)

F1 Japanese Grand Prix (4/4 - 4/6)

Suzuka Circuit was built by?

In 1960, at a time when Japan still had no expressway, **Honda** was setting to work building the country's first fully outfitted international racetrack.

It was opened in 1962.



F1 Japanese Grand Prix (4/4 - 4/6)

Why Honda built Suzuka Circuit?



F1 Japanese Grand Prix (4/4 - 4/6)

Why Honda built Suzuka Circuit?

Promoting the Motorization of Japan

In 1960, at a time when Japan still had no expressways, Honda was setting to work building the country's first fully outfitted international racetrack. The project was almost entirely created from scratch in a continuous process of trial and error that began without even knowing what kind of asphalt would be required. This unusual project drew widespread attention, and even some of the engineers then working on the new Meishin Expressway came by to have a look.

In September of 1962, after just 15 months of construction, Suzuka Circuit was finally opened. Track length: 6,004 meters; Seating capacity: 200,000; Total grandstand capacity: 10,000

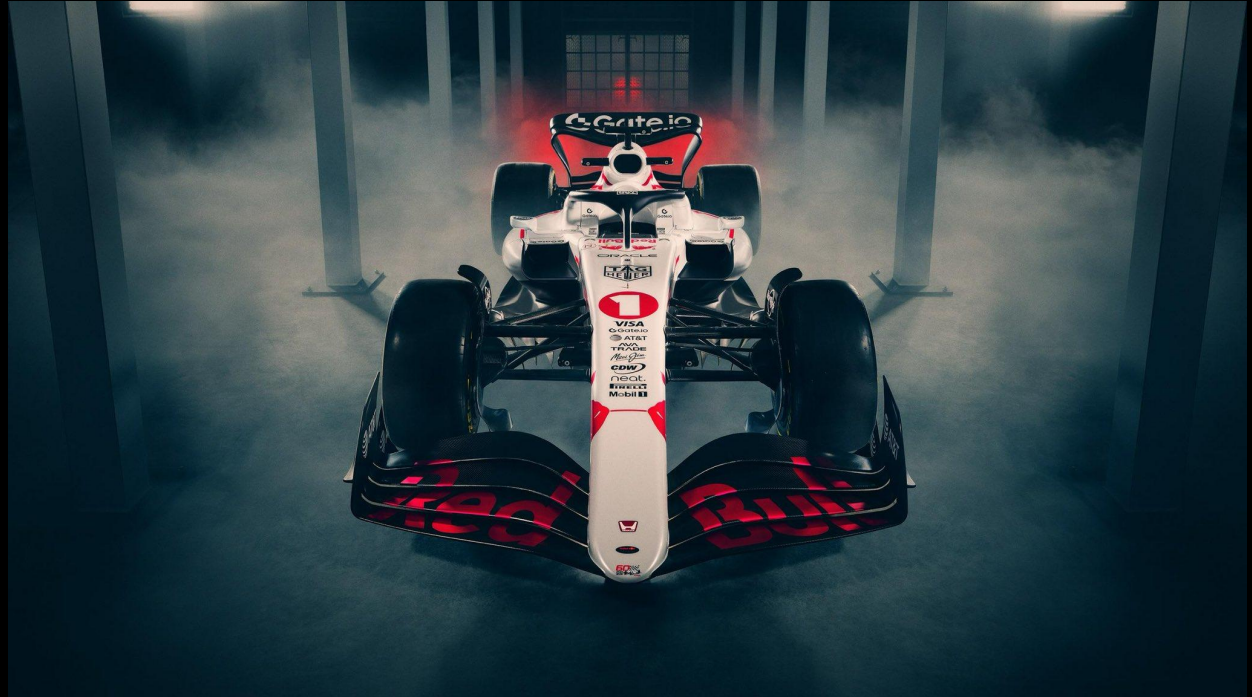
A variety of restaurants and lodging facilities also simultaneously opened nearby to serve the crowds. By the time an automobile-themed amusement park also opened in January of 1963, Suzuka Circuit had the world's attention.

Through Soichiro Honda's belief as an automobile manufacturer that "If we don't race, our cars won't improve," and Takeo Fujisawa's desire to "plant the seeds of future car and motorcycle fans," Suzuka Circuit was born.

F1 Japanese Grand Prix (4/4 - 4/6)

Red bull Racing team
(Honda as the engine
supplier) introduced a
special livery for
Japanese Grand Prix.

Do you know why?



F1 Japanese Grand Prix (4/4 - 4/6)

Do you know why?

A tribute to celebrate
the 60th anniversary
of Honda's first win in
F1.



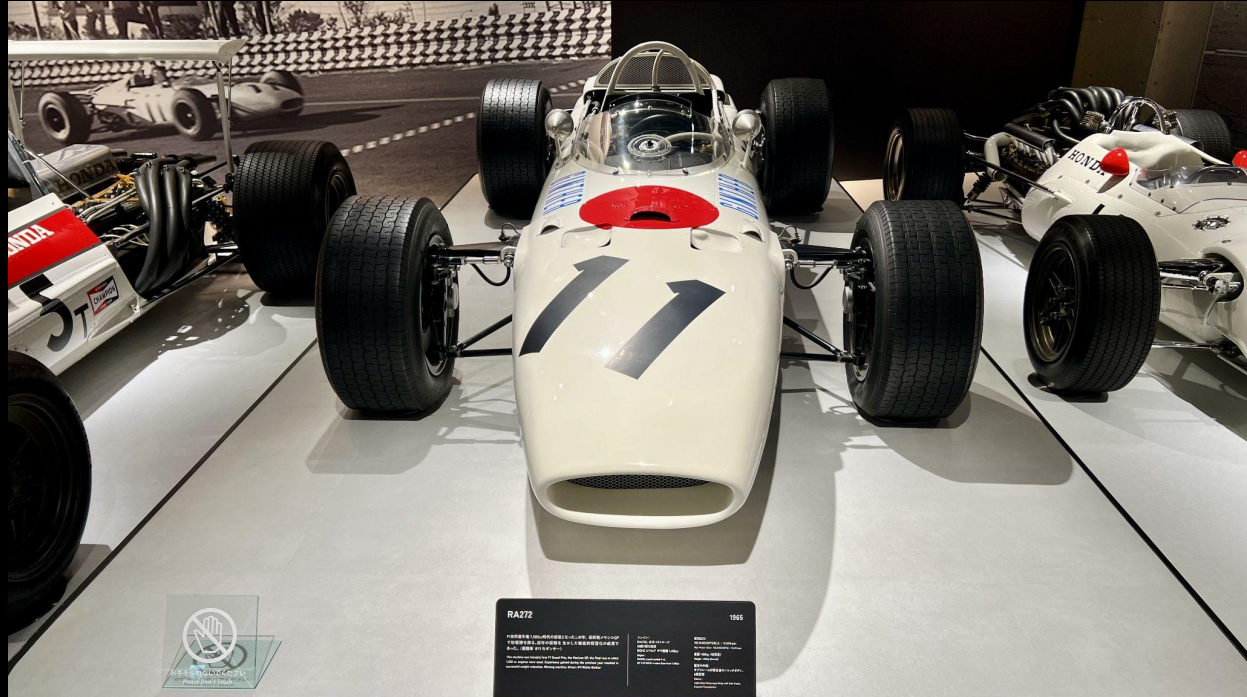
F1 Japanese Grand Prix (4/4 - 4/6)

In 1965, only the second year of its F1 participation, Honda achieved a remarkable feat by capturing its first victory in the final race of the season, the Mexican Grand Prix, with an original Honda-made machine, including the engine and chassis. (RA272 driven by Richie Ginther)



F1 Japanese Grand Prix (4/4 - 4/6)

In 1965, only the second year of its F1 participation, Honda achieved a remarkable feat by capturing its first victory in the final race of the season, the Mexican Grand Prix, with an original Honda-made machine, including the engine and chassis. (RA272 driven by Richie Ginther)



F1 Japanese Grand Prix (4/4 - 4/6)

Max Verstappen, four-time F1 world champion and star driver for Red bull Racing.

During Japanese GP Qualifying, Max set the fastest lap in Suzuka History.



MAX VERSTAPPEN

FASTEST LAP IN SUZUKA HISTORY

1:26.983

QUALIFYING

F1 Japanese Grand Prix (4/4 - 4/6)

And he seized the home race victory, on the 60th anniversary of Honda's first F1 win.



F1 Japanese Grand Prix (4/4 - 4/6)

Congratulations.



HONDA 

MSX
MOBILITY SPACE EXPERIMENTAL

Thank you.

