NEWSLETTER

antEAter

ETC Silicon Valley Campus

PROJECT BRANDING
POSTER BY YUNKYU, LOGO BY ALEX
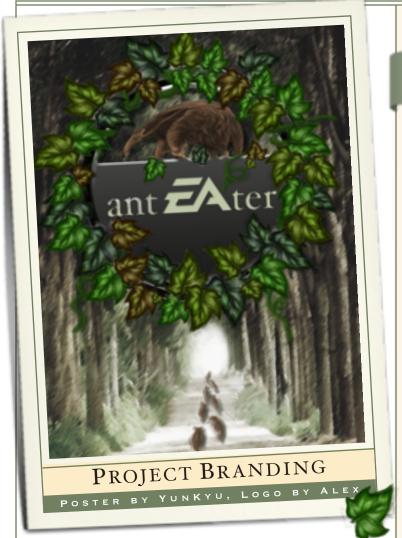
We were given two weeks to re-create an existing game's first level and adding a new physics system. This assignment is, in essence, a 'Gold Spike' or pipe-line test for our team.

Regarding software for our early prototypes, our lead programmer has been working with two engines. He is preparing feedback for the client detailing the pros and cons of each.

The development-heavy nature of our first assignment has provided an opportunity for our artist to work out our team's branding and promotional assets. Our artists are well on their way to completing of the team's poster and logo.

Based on the progress we've seen this week we are on track to finish our first assignment ahead of schedule.

Team Dailies

Monday

An Exciting first day
- Campus orientation
- Set up working space

Tuesday

Got started
- First client meeting, given two week assignment
- Began our research

Wednesday

Problem found
- Roles assigned
- Started building game with a physics engine
- Resolved confusion regarding the term 'analog'

Thursday

Made a change
- Encountered another problem regarding some of the tools we are using. The problem was resolved without issue.
- Logo completed, artists moved on to the poster and website.

Friday

Moving forward smoothly
- Our client reviewed the work we did this week.

Team	Advisor
Chong Zhang: Producer	Carl Rosendahl
Robert Duncan: Lead Programmer	Jiyoung Lee
Alex Kowalski : Game Designer	
Yunkyu Kim: Animator	
Hyemi Do: 2D Artist	
Sophie Lu: Sound Designer	Sponsor
Nan Jia: Programmer	Electronic Arts