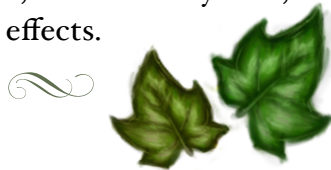


## TWO SIDES OF THE COIN

This week we nailed down our plan for our final deliverable. We will deliver at least one well tested white-box level in Unity. We also clarified our goal—to prove that we have a fun game concept.

We are still working with the core game design provided by EA, and have added some ideas of our own as well. We created five one-page design documents both for internal communication and client review. By the end of this week we nailed down several core ideas which are all included in the design document, namely, how the a game level starts, the level design rules, how the nodes function in the game, the reward system, and the interaction effects.

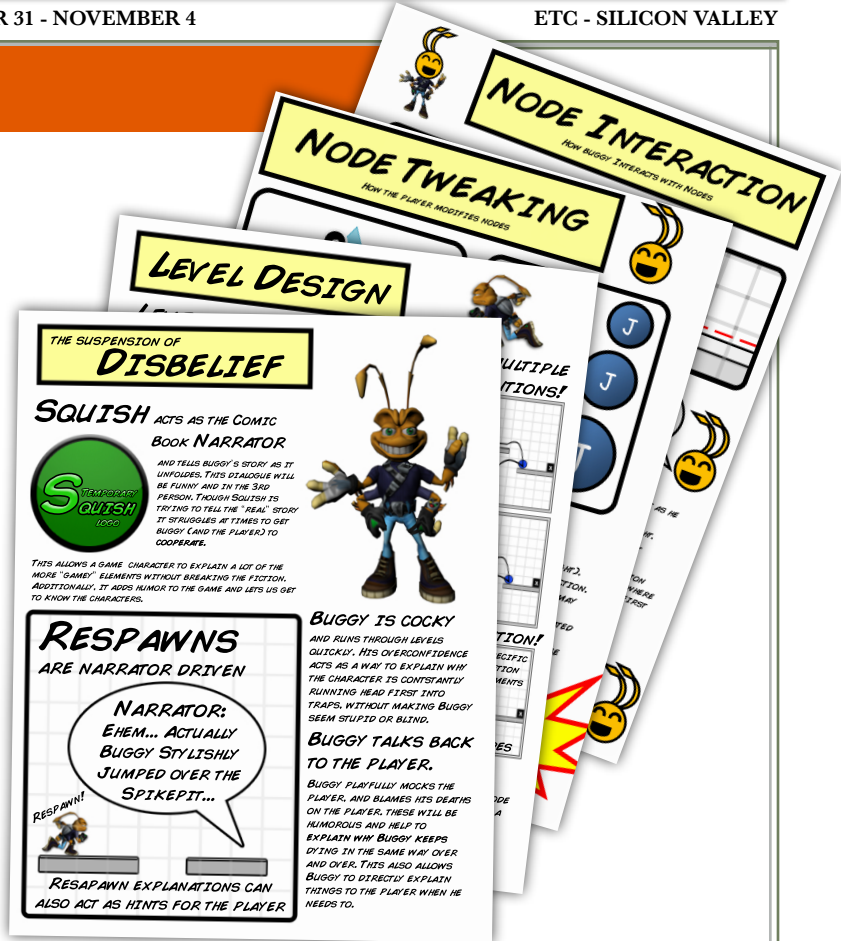


Unfortunately, we were informed that the EA IP we are using will never come to life again. Some legal issue causes a high fee of using this character for commercial purposes. This means that no matter what in-game assets our artists deliver to our client, if they contain the buggy character they can't be used in a commercial product. This is especially difficult for

our artists, who are working on assets they know will be discarded.

**The coin was flipped** on Friday. Our artists decided to create a game trailer about the game's background story. This animation is not only something that will look very good in the creators' portfolio, but also something that helps

the client to open the imagination about the game. Even though the buggy character will be replaced in the future, the story doesn't have to be. Our animator and the sound designer will work closely to make this exciting piece. We are very excited about it and look forward to seeing it!



An Electronic Arts and Entertainment Technology Center Collaboration.

**Team**

Chong Zhang: Producer  
Robert Duncan: Lead Programmer  
Alex Kowalski : Game Designer

Yunkyu Kim: Animator  
Hyemi Do: 2D Artist  
Sophie Lu: Sound Designer  
Nan Jia: Programmer

**Advisers**

Carl Rosendahl  
Jiyoun Lee