NEWSLETTER

antEAter

This is the last newsletter for Project antEAter. Next week, we will have our project final presentation at the EA Redwood Shores campus.

We are very proud of what we have accomplished this semester, even though the process was somewhat unorthodox. We have been delivering work that our client is happy with; we have been aware of problems and have reacted quickly to them. Despite all of this, we have been taking on challenges and keeping a "can do" attitude while being honest with ourselves at the same time.

Also, the other great part of being on this project is that we had many opportunities to interact closely with EA senior professionals like Michael John and Terry Smith. We definitely learned a lot. We had many informative conversations, and learned a lot about working in a professional environment, developing both hard and soft skills.

Last but not the least, we want to say thank you to our advisers Carl and Jiyoung. Without their advice, antEAter's would not be where they are today.

SLIPSHOD DESIGN DOCUMENTATION

ELECTRONIC ARTS
ENTERTAINMENT TECHNOLOGY CENTER
CARNEGIE MELLON UNIVERSITY

TEAM antEAter

AUG. - DEC. 2011

Buggy PIZZA CRASHHH!!

PREPARATION FOR FINAL DELIVERY

Other than the WebGL tech demo we delivered at halves, antEAter's final deliverables will be a package of pre-production work for a potential EA game using WebGL. It includes the game visual style and story mock up, a set of character animations with music we created to build up the character's personality, and a gameplay prototype with a well documented Design Book. The deliverables will be finished by this Friday.

For the presentation preparation, we've already divided our slides amongst our team members. On Friday, we'll rehearse for the very first time to find problems, make changes and proof our presentation scripts. After preparing individually over the weekend, we'll be ready for on site rehearsal on Monday and Tuesday.

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
Jiyoung Lee