

ANTEATER

September 5 - September 9, 2011

As aimed in the first week, we finished the two-week assignment in one week. This week, our game designer and programmers have been working on mocking up new features in the prototype and testing out some of our original design ideas.

This week we met with both Art Director Terry Smith and Senior Creative Director Michael John. In meeting with them simultaneously we were able to get a clearer picture of our clients vision regarding game design, visual style, music and sound directions. With this clear sense of direction we were able to start experimental character animations and game trailer music.

Meanwhile, our artists hurried to finish the project branding designs. Except for website, all the designs, such as logo, poster, half sheet, and banner, are ready to go. However, the "working website" which is required for quarter presentations, will also be done by the coming week.



TEAM PICTURE

TOOK BY CARL ROSENDAHL

Team Dailies

Monday

Labor Day

Tuesday

Unity and a shippable game!

- Got confirmed of using Unity3D for prototyping
- Figured out final deliverable would be a shippable product

Wednesday

Met with Terry Smith!

- Learned more about art direction of the game, including visual and sound

Thursday

Meet with MJ & Terry Smith

- More brainstorming about the game
- Started experimental sound design and animations

Friday

Work reviewed!

- Second prototyping assignment (4-levels) was reviewed
- Created a rough schedule

Team

(Clockwise from top left)
 Alex Kowalski : Game Designer
 Robert Duncan: Lead Programmer
 Yunkyu Kim: Animator
 Nan Jia: Programmer
 Chong Zhang: Producer
 Hyemi Do: 2D Artist
 Sophie Lu: Sound Designer

Advisor

Carl Rosendahl
 Jiyoung Lee

Sponsor

Electronic Arts