

FALL, 2011 SEPTEMBER 19 - SEPTEMBER 23 **ETC - SILICON VALLEY**

Here Comes the Game Engine!

We got the game engine from our client on Wednesday. This engine is in essence and empty shell-it has some very basic functionality, but may be too primitive at this point for us to make meaningful progress. Finding a way to work with this engine and filling out some of the missing features will be a key step toward meeting our projects objectives.

The version of the engine we've received has support for textured cube primitives, a basic game loop, and a few other basic engine features. However, there's not much we can do with it in terms of game development.

There's no Plan B, just lots of versions of Plan A.

- Terry

Given some of the basic requirements for our game-physics and lighting, for example—we can see that there are substantial technical challenges ahead us. Despite this, we are comitted to providing a compelling tech demo for Rich Hilleman's (EA's Chief Creative Officer) talk at the New Game

Conference. Because our primary focus is delivering a tech demo the team is going to try our best to

figure out temporary solutions with the current engine.

> Michael John, a senior design director with EA's Chief Creative Office, thinks that we can divide this one semester long project into two partsfirst, building the technology. Once we've developed the technology and built a demo for Mr. Hilleman's presentation we will shift focus toward developing an actual game. Due to the scope of our technical challenges, he has

mentioned the possibility of working with Unity 3D as game engine when start developing our game. As of right now, however, our primary focus is developing a tech demo that showcases WebGL's potential as a browser-based gaming platform.

QUARTER PRESENTATION

We have been planning a schedule (shown here) for preparing our quarter presentation, coming up next Wednesday.

Thanks to Alex and Robby, as the only two native speakers in our 7 people team, are being very helpful with language checking for other team mates.

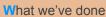
TIME	TASK
The end of business	Team review of presentation outline; split slides
2 pm	Send individual scripts for language correction
The end of the day	Send back the corrected scripts
The end of the day	Memorize scripts
9 am - 11 am	Rehearse with advisors; make changes
9 am - 11 am	Rehearse with advisors again; make changes
	The end of business 2 pm The end of the day The end of the day 9 am - 11 am



















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