

antEAter

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 of us. Despite this, we are committed 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 parts—first, 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.

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

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Objectives

Challenges

Risk

What we've done

Schedule



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