

## antEater

FALL, 2011

SEPTEMBER 26 - SEPTEMBER 30

ETC - SILICON VALLEY

## Quarter Presentation



## COVER PAGE OF OUR SLIDES

In order to give a great project presentation, our team worked for half a week to ensure everything was ready. We worked through several versions of our script, making changes based on the feedback we got during practice. Thanks to two days of frequent rehearsal, antEater's presentation turned out great.

## Weekly Progress

## Technical

## Engine Developing

- Our programmers worked alongside engineers from our client to develop the engine.

## Design

## Mocking up

- Beginning levels are being mocked up in Maya.

## Art

## More Assets

- Continued developing UI design and graphics.
- Completed three more character animations.

Quarter presentations were held in the main building of EA's Redwood Shores campus this Wednesday. Unlike the walk-around

presentations given at the main ETC campus in Pittsburgh, ETC Silicon Valley campus student give formal presentations to guests ranging from bay area ETC alumnus to EA employees.

This presentation was both a great opportunity to showcase what we've done and a good chance for the team to step back and examine our semester so far.

In a nutshell, antEater's primary objective is to create a 3D game using WebGL that runs in Google Chrome. Working in WebGL is our biggest challenge, as we don't yet have an engine in which to develop our game. Because demonstrating the power of WebGL as a platform for browser-based gaming is such an important part of our project, we are working hard with our client to overcome this problem. Outside our struggle with the technology our project is going well. We've been researching visual styles we might adopt, and have already made several animations and music samples. Our overall design direction is clear, and we've moved on to planning the specifics of player interaction. Our next steps are continuing to work with our client on our technical hurdles, asset creation and fine-tuning our interaction mechanics.



Our location: EA SV Campus 209-1  
<http://www.etc.cmu.edu/projects/anteater/>

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