

antEater

FALL, 2011

OCTOBER 3 - OCTOBER 7

ETC - SILICON VALLEY

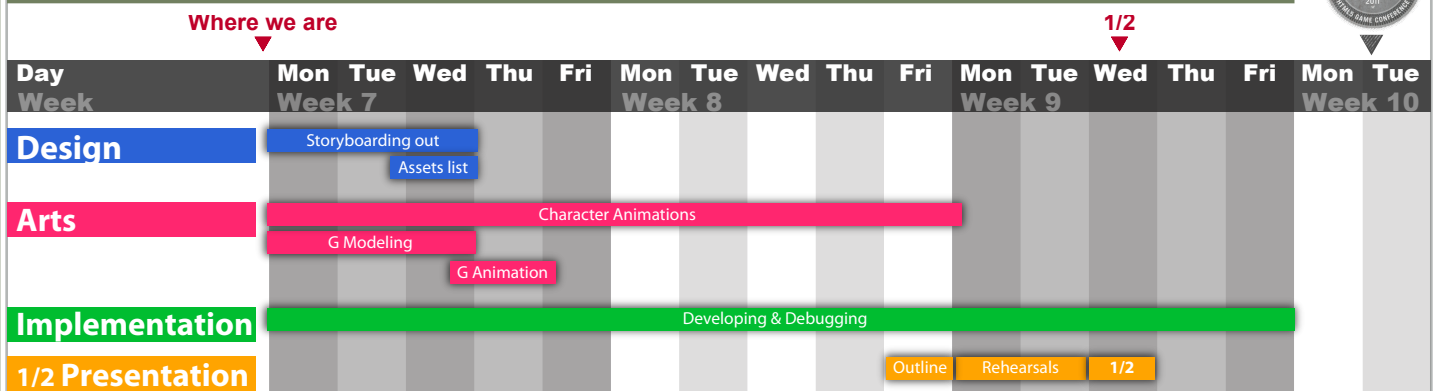
BIGGEST CONCERN IS SOLVED

This week our project had a big direction change. We moved on to a tech demo design plan based on the limited available engine features. This design showcases WebGL's potential as a browser-based gaming platform with a very short but interesting story. We believe it will be more effective in showcasing the technology to the public, as opposed to a pure technology demonstration.

We realized our previous plan of implementing one game level as the tech demo wasn't feasible. Our programmers have been working on finding the temporary solutions for the must-have engine features

for two weeks. However, the progress, while slow, it is very unpredictable. None of our programmers have a background in engine development, and there is no instruction for reference as it is a brand new engine which is still being built. Even though our design of the beginning levels are simple, it is still too complicated for implementing in this very primitive engine. Considering the deadline is just three weeks away, coupled with the fact that we are still in the engine development stage rather than the implementation stage, we believed a backup plan was needed.

Along with Terry Smith, the Art Director of this project from EA, we pitched our design idea to one of our client representatives. It was well accepted because the plan was apparently achievable and visually appealing for showcasing to the public. This acceptance resulted in changes in the engine developing priority order. Before the main engineer Jeff Litz left for vacation on Friday, we were given the engine that is capable of implementing the tech demo design. In other words, we are ready to begin implementation and our biggest tech concern has been solved.



SCHEDULE FOR TECH DEMO

With the New Game Conference approaching, we have been working to finalize the design and begin creating the assets we have

defined in our asset list. We have also started animation of the character, hopefully giving Kyu enough time before the

conference. On the tech side, we have received the mesh and animation importer and we were able to import our character and have him animated running in teh browser.



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
 Jiyoun Lee