Wednesday, problem occurred Thursday, possibility explored Friday, decision made

Our current primary focus, the tech demo for Rich Hilleman's talk given at the New Game conference was moving forward smoothly until this Wednesday at noon. We encountered a serious problem. When our programmer tried to play the animation in the engine, the character's head was ripped off. This is a huge problem for us, because all we plan to do is demonstrate WebGL's capability of running 3D graphics by showing something interesting and visually appealing, a character animated in 3D.

In order to solve the problem, on one hand, we informed our client immediately with a backup design plan for the worst case scenario- the 35 seconds animation is not usable, and we run out of time to reanimate everything from scratch-, on the other hand, we run against time, testing out all the possibilities which can cause the problem that we could think about.

By the evening of Thursday, our tech team found out the problem is located at some unknown mistake in character's rig. Immediately, we moved on to find the feasibility of transferring the current animation to a different character model with the right rig. However, this transfer needs to be done manually, plus no one on the team had this experience before. Thus, we spent six hours working on it to figure out the approximate time it may take to finish the transferring. Unfortunately, it is very time consuming.

In order to optimize our very limited time and human resources, after returning from the field trip on late Friday, we made decision on executing both the original plan and the backup plan alternatively in this weekend. This is because, on one hand, we can do nothing but wait for the original plan until the animation gets recovered, plus after pausing from Wednesday, our animator may not have enough time to accomplish the original animation goal, on the other hand, we couldn't just simply go for the backup plan without confirming with our client.

So, we set our schedule for the weekend as below.

Saturday, visualizing the backup plan idea by creating a simple demo with basic animations running in the engine. At the meantime, trying to finish the animation transferring as soon as possible.

Sunday, once the animation is recovered, our animator switches back to the original plan, and continues to add details to the rough animation. Because we still don't know what caused the problem to happen, our programmer will test the files in the engine every two hours to make sure there is no problem.

For Monday, our client will be able to see the fixed original plan and a a backup plan both running in WebGL. We will talk with the client and decide to either shorten the original idea to make it more time appropriate, or to execute the backup plan directly.