

SEPTEMBER 7TH, 2012

WEEK 1: THE BEGINNING

Week Overview

The semester has started off well; the team has settled into our project room and has begun working through research materials. Meetings with team advisers and the client have been conducted, as have daily internal team meetings and discussion sessions.



Screenshots from the animated film *Barefoot Gen*, part of our research material.

Progress

Over the past two weeks we have been able to successfully brainstorm a number of concepts to pitch to our client, Brett Talbot, at the Telemedicine & Advanced Technology Research Center (TATRC). We have met with our advisers, Brenda Harger and Scott Stevens, and feel we have a good grasp on project expectations as well as the logistics going forward. Recently, we met with our client where he outlined for us the primary goals of the project as well as its essential elements.

The project's primary goal is to create an interactive experience in which the player is able to experience the aftereffects of a nuclear bomb blast, with particular focus on the use of the weapons over Hiroshima and Nagasaki. It is to have a special interest in historical accuracy, presenting the events of an explosion in a matter of fact nature. However, it is also free to contain an aspect of narrative and personal interaction which will allow players to get a better feel for the damage these weapons can inflict. Ultimately, Brett hopes that our work will be able to be incorporated into a medical training simulator in which users will be able to diagnose injuries that have resulted from exposure to a nuclear blast.

Plans

Over the next weeks, we intend to develop a number of detailed concepts to present to the client. Work has been going well on these so far as we are all excited to see what direction the client would like us to take. Prototyping models, visual styles, as well as Unity related demos have begun and will continue. Work on administrative tasks such as scheduling, project branding, and website creation will also continue.

