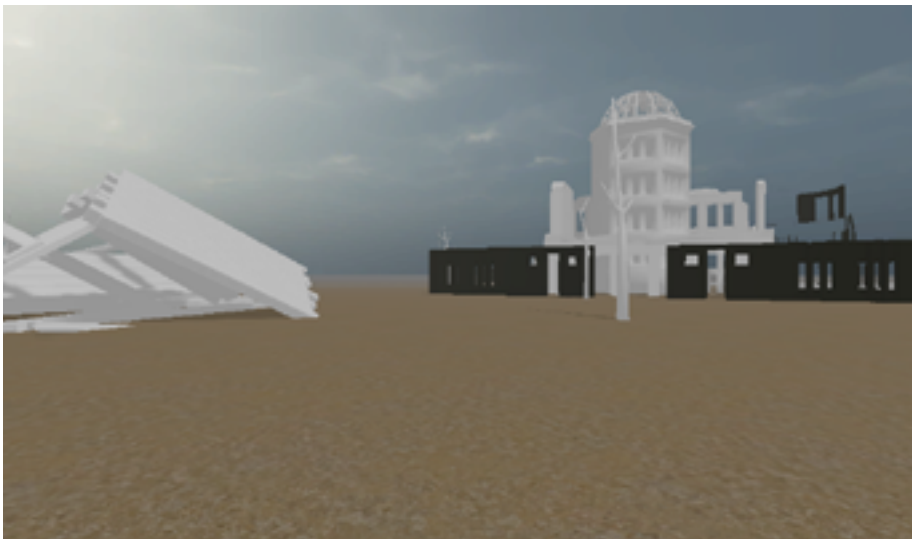


SEPTEMBER 14TH, 2012

WEEK 2: MAKING PROGRESS

Week Overview

This week the team finalized our branding materials, such as our website, logo, and half sheet. Additionally, we have zeroed in on the stories we plan to incorporate into the narrative component of our experience. The week included a meeting with Anthony Daniels, who was able to elicit some of the most interesting aspects of the project from us and propose some unique ways of storytelling. Progress was also made in all areas related to actual production, including modeling, texturing and concept art, music and sound design, and programming.



A screenshot from the prototype demo on our website, showing a model of the dome at the point of impact at Hiroshima.

Progress

On the programming side we have decided to move forward with using Unity Webplayer as the primary delivery method for Atomic Zone. Our programmers have been working diligently to ensure, at every step, that performance and responsiveness is being maintained, to this end we plan to have a working prototype build posted on our website at the end of every week. Additionally, our in-game inventory system, allowing the game to track what players have picked up and collected, has been completed and is functioning well. The programmers have also

been working on some visual effects, such as black rain and firestorms.

There is a lot of modeling involved in this project and this week we finalized the selection of what section of the city we planned to set our experience in. As a result, we have been able to begin modeling some key landmarks as well as general scenes of debris and destruction. Modeling work has also been mostly finished on a few of our human characters and that

content has been passed on for texturing, some of which is also complete.



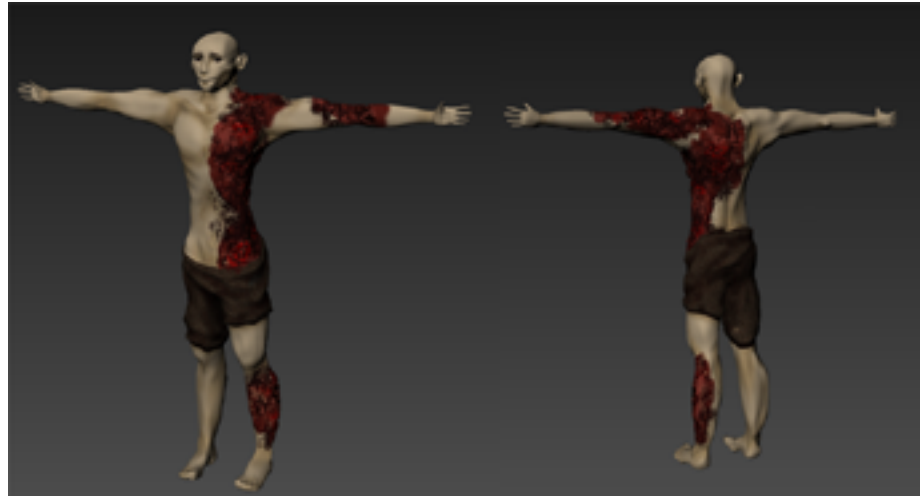
SEPTEMBER 14TH, 2012

WEEK 2: MAKING PROGRESS

Music and sound design is moving along well, with some prototype soundtracks complete as well as a rough outline for the general soundscape we hope to have the players experience.

Plans

Next week we will be traveling to Washington, DC to meet with our client as well as to visit the Holocaust Museum. We are interested in how they are able to successfully explore tragedy and the ways in which the audience reacts to their presentation style. Additionally, we hope to visit some other museums in the vicinity, including the Steven F. Udvar-Hazy Center where the *Enola Gay* is housed.



Above: Textured model of a person for use in our base prototype.
Below: Concept art for characters to populate our world.



Rodrigo Cano, Noreen Durkin, Eric Hamel, Jason Hsu, Anabelle Lee, Nick Sciannameo
Advisers: Scott Stevens, Brenda Harger

