

OCTOBER 31ST, 2012

WEEK 7-8: HALVESIES AND MORE

## Overview

The past two weeks have seen significant development and changes in regard to our project. We had an opportunity to have a sit down meeting with our client, where we discussed art style, story development, and the goals of the project. It was also time to present our halves presentation.

## Meetings

It was very important that this far along in the semester we had an opportunity to sit and discuss with our client, in detail, what he visualized and wanted for this project. We were particularly interested in establishing and locking in what our art

style would be. To that end, we had a very fruitful discussion regarding what we had produced so far, how close it was to our client's expectations, and what other tweaks could be done as we move forward full speed into production.

We also discussed the actual experience itself and what the key components of it would be. We discussed what our guests would be doing in the experience, during which we determined that dropping the outlining narrative from the experience and replacing it with a more open-ended solution would be best. This solution includes having the guest travel through the environment as an observer or surveyor, the day after the bombing – a significant departure from the originally proposed doctor seeking his daughter in



The progression of our art style, as shown during halves.

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the midst of the bombing. The experience would also now include walking from the outside of the city to the core and then back out again, allowing our guests to see the full range of destruction twice, during which time they would have several interactions with the environment. These interactions will be moments such as flashbacks during which one is able to see both before and during the bombing. We will also be including a medical overlay system that allows for being able to read and learn about an individual's injuries, where they were during the blast, and what their outcome was.

Finally, we discussed the music and ambient sounds for the project. Our work so far was well received by the client.

## Halves

Shortly after our client meeting it was time for our halves presentation. We had a fair bit of changes to make to it as a result of the client meeting, but it was good to be able to take the time to review what we had accomplished so far and present it publicly. We received

some valuable feedback, especially regarding playtesting, and look forward to following up on it.

## Plans

Our biggest push now will be populating our world. We require a large number of people and models and it will be a challenge to get all of those produced and into the environment quickly. In addition to this, we will also be finalizing the interactions to be included, what assets we will need to complete them, and create a solid map for where they will be placed.



Above, right: The template for our medical overlay system.  
Above: Varying levels of destruction in our buildings.

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