

NOVEMBER 10TH, 2012

WEEK 10: WORKING, WORKING, WORKING

Overview

This week was a productive time in which we began hacking away at our long to-do list. We had a meeting with our client midweek and made significant progress in polishing some of the technical components.

Experience Polish

This week we continued the process of refining what we were going to need to complete our interactions. We worked on storyboarding them and discussed them as a team, ensuring everyone knew what was expected within each one and what view, for example, the camera would take.

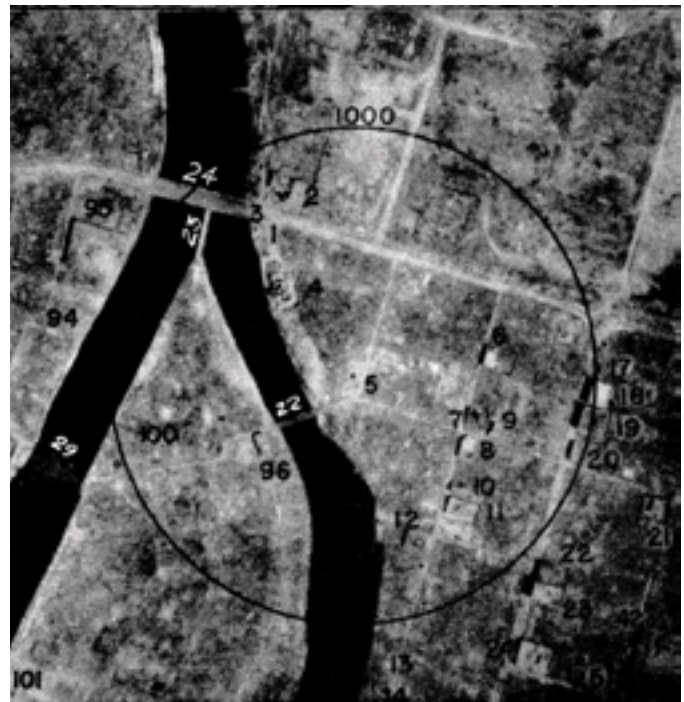
With this work completed it is now up to our texture artist and modeler to get the scenes buttoned up for softs. To that end, they have been working on texturing our buildings and people, as well as begun the animation sequences.

On the programming side, we had been running into some frame rate issues with the inclusion of our many textures and buildings. We have been hard at work coming up with solutions to this and are pleased that our frame rate is back up to a satisfactory level.

Audio design has also continued this week, with voiceover tracks, ambient music, sound effects, ad theme music all coming together.

Plans

What is left now is to continue the push to softs and finals, including as much as we can along the way.



A scanned aerial map of post-nuclear Hiroshima; our experience will include a similar minimap to more easily guide players through the experience.

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