**November 16th, 2012**

Week 11: Still Working

Overview

This week continued our push toward our softs presentation. We continued building up the interactions and animations that occur within our world, as well as continued texturing and animating the characters. Additionally, while we have had to continue to narrow down the scope of what we are producing, we are gathering up assets, such as additional photographs, to help aid in adding a sense of realism.
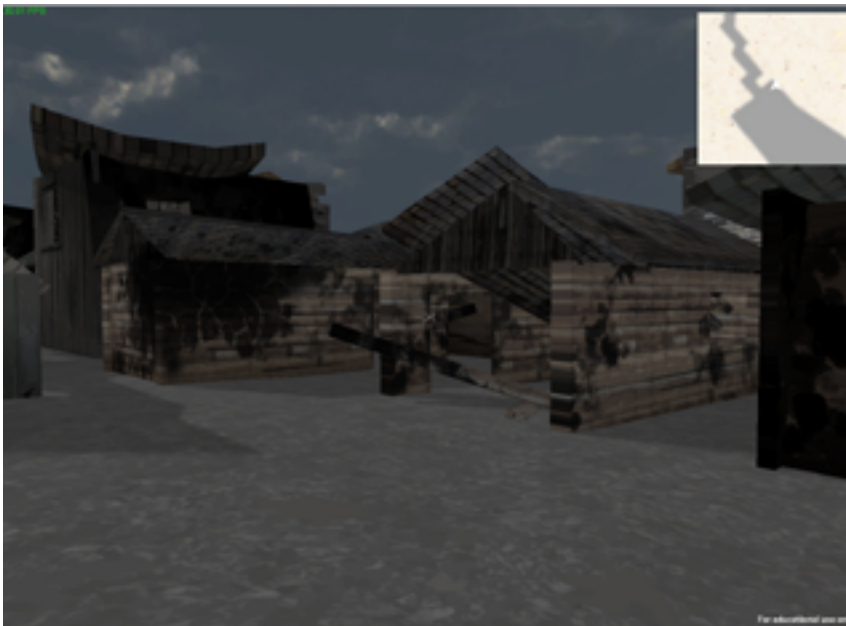
Final, textured versions of buildings scattered throughout the landscape to emulate the damage caused by the bomb.

Asset Creation

A large number of the assets required for our softs presentation milestone were created this week. Models for a majority of the characters have been created and many of their animation sequences are complete or well under way.

We have also been building up our experience by including our final textured buildings into the city and using them to design the basic layout. Sound effects are also being added in, adding a sense of uneasy tranquility to the walkaround.

Compiling the flashback prerendered cinematic scenes has also been high on the list for this week. We have outlined these and have made lists of what is required to make each one. These have many steps, traveling though the hands of many team members, which may pose some timing issues, so we will have to see how many we end up choosing to include.

On the programming side we have worked on a number of additional features, such as the camera mechanism that allows the guests to not only take pictures within the world but also to allow them
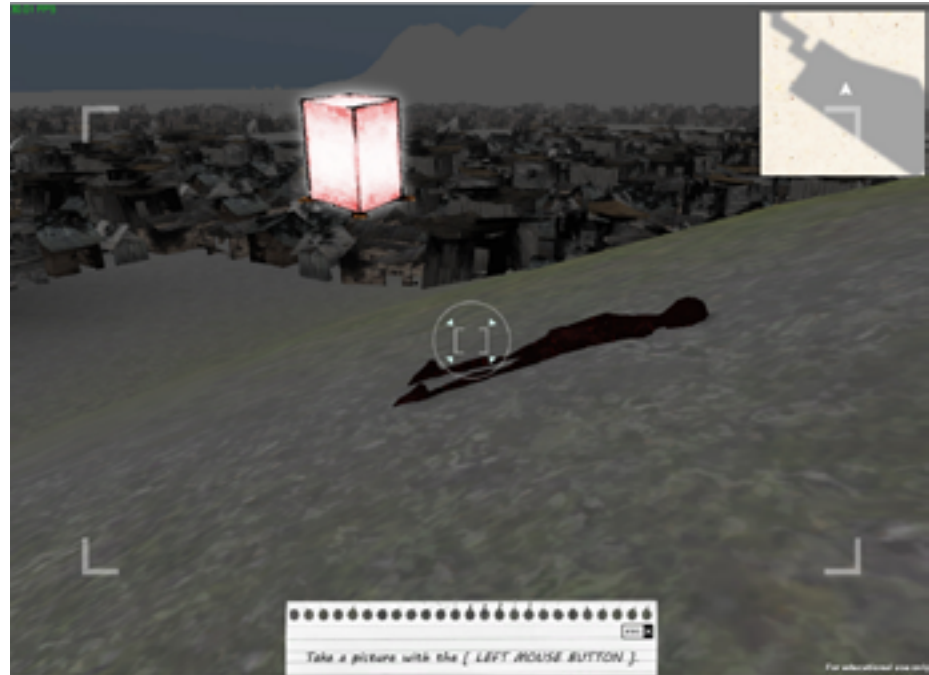
Rodrigo Cano, Noreen Durkin, Eric Hamel, Jason Hsu, Anabelle Lee, Nick Sciannameo
Advisers: Scott Stevens, Brenda Harger

to post them online. This mechanism is also the primary way in which guests launch into flashback and other informational sequences.

Plans

What is left now is to continue the push to softs and finals, including as much as we can along the way. Next week is shortened due to the Thanksgiving holiday, which makes the timing of softs a little awkward. However, we are optimistic that we will have a dense enough experience to be satisfying by that time.

The camera interface allowing guests to take pictures of the environment.

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