

NOVEMBER 23RD, 2012

WEEK 12: STILL WORKING...

## Overview

This week, while shortened due to Thanksgiving, has been a highly productive one. We have worked on our projects promotional video, created and finalized models, animations, and textures, created a landing splash page for our project, and continued combining features into a solid build ready for softs.

## Push To Softs

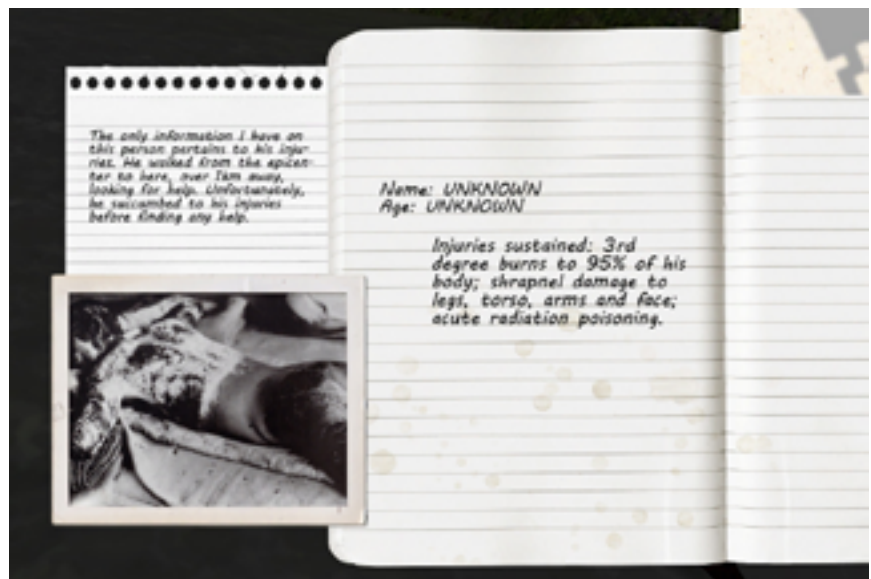
In order to successfully create an environment that would serve as proof of concept and demonstrate the many features that we plan to include in a final build, we have had no choice but to pare down what exactly will be included in our softs build. Instead of numerous points of interest, connected logically together, we have had to place them in such a way that we are able to demonstrate the functionality of everything. Overall, while less than ideal, we are still charged with showing our client a wide-array of options, creating an opportunity to open discussion about how he would like to potentially move forward in an upcoming semester. With all of this in mind, by finals we plan to have a more polished product that presents more information within a world that

is more built-up.

We welcome you to take a look at the current build that was created for softs on our [webpage](#).

## Plans

With softs next week, we plan to continue working and creating more informational content for inclusion into our experience. Of course, we will also be taking into consideration the feedback we receive at that time, to plan a course that will create the best most comprehensive finished product possible within the remaining time frame.



The populated medical overlay used to display information about injured or dead people in the environment.

