

Quarters presentation went well. We got amazing feedback from the whole faculty. The main feedback that we got was that we needed to be unbiased. However, the next day during our meeting with our client Professor Norman, he wanted to have a slight bias in order to show that the government is wrong in their conduct. Professor Norman also gave us a full structure and storyline that he was happy with. We all agreed and went to the class. During class, some of the students had other ideas and presented a very interesting storyline that the entire class really enjoyed. We went back to the drawing board on Thursday and worked out a basic experience structure using the new storyline that combined both Professor Norman's original structure and bits and pieces of the new storyline.

On Friday, we met with Ralph to get approval. He signed off on the idea and team Cheshire spent the entirety of Friday developing storyline, mini game concepts and an experience map for the new concept. We hope to finish the script by this weekend and some other pre production work. By next week, we will tackle prototyping. We hope to conduct a playtext the week before Spring Break.

