

THE GRID

Issue 7
March 2nd 2012

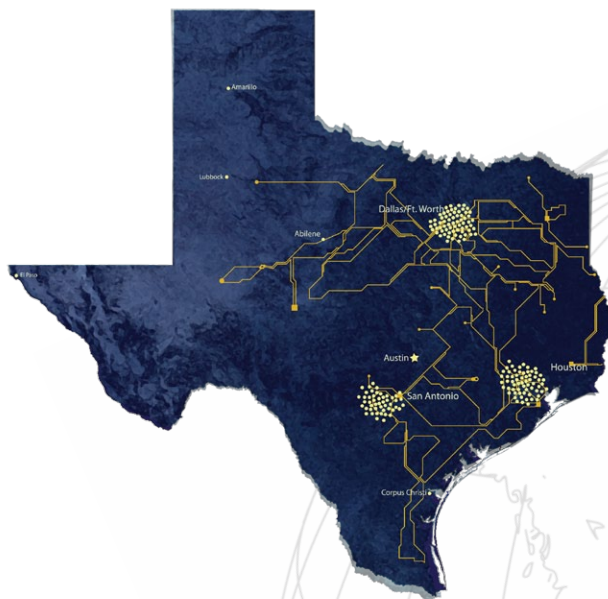
Week overview

This week the team worked on finalizing the decision on tech and experience. In order to have a nice deliverable by the end of this semester, the team also finalized the scope and digital prototype method.

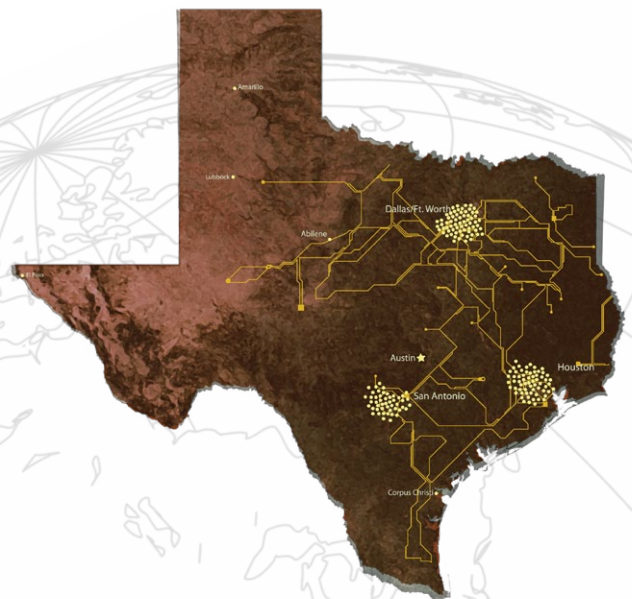
Progress

For experience, the team provided the choice for the user to view current energy situation and future energy plan right after they start clicking. Most of the interaction will be in the future branch of the experience while more information in the current branch.

For visuals the team worked on visualizing current energy content such as oil transfer pipeline and oil shipping routes. In addition, the team was designing the prompt question template for different current energy types like nuclear, coal, oil and natural gas.



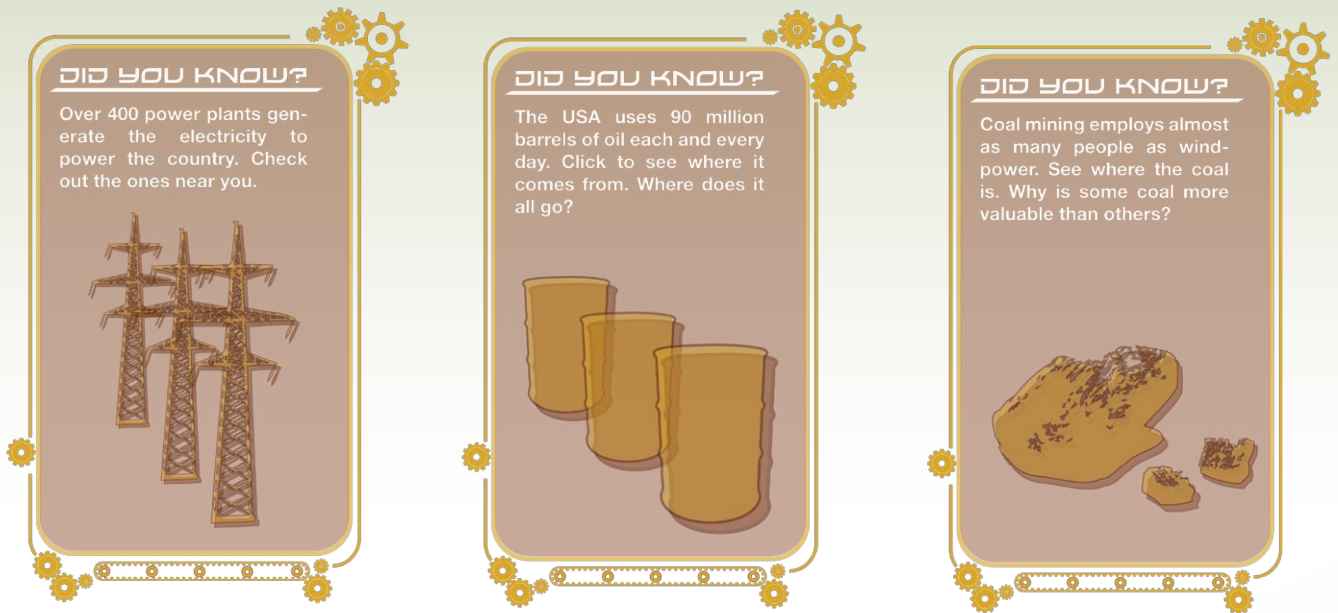
Future energy background



Current energy background

Team: Matt Costa, Ricardo Merchan, Kevin Primm, Eric Salim, and Kai Zhang
Advisor: Shirley J. Saldamarco

For Technology, the team has decided to use Unity for the first digital prototype after Ricardo and Matt talked to Snibbe Interactive and evaluated the accessible resources.



New design scheme for the current energy dialog HUD prompt questions

Plans

The team planned to present the decisions to the client Chicago MSI next Monday. In order to make a brief digital prototype around half-presentation, the team is going to work on programming in Unity and assets creation.

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