

February 17, 2012

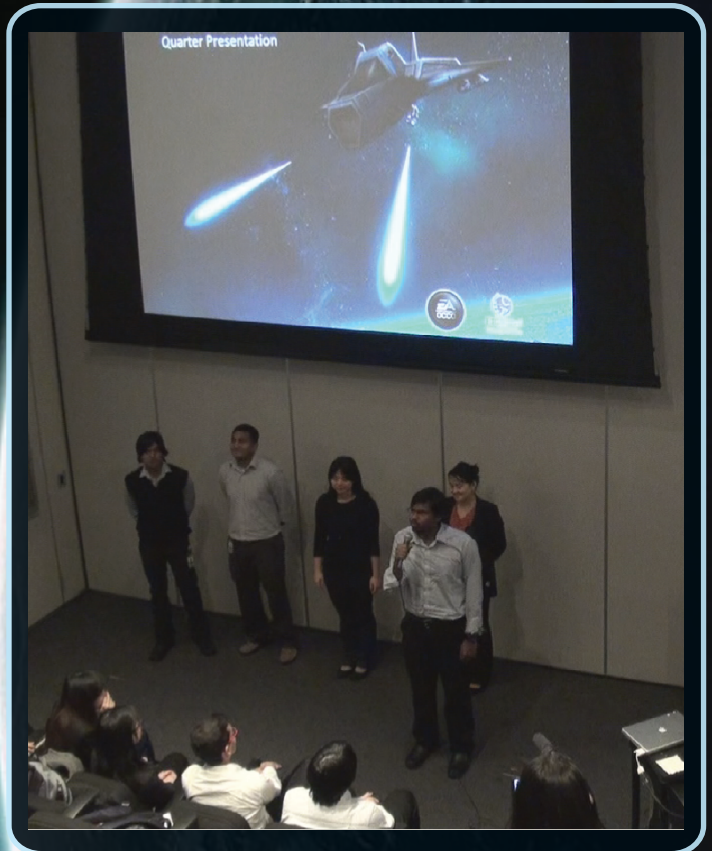
This week Team Megalodon spent a great deal of time in preparation for our quarter presentation.

The presentation went well. We explained the mandate we received from EA and a bit about how we plan to bring elements of the game they gave us onto the Pterosaur platform.

Some adjustments were made to the engine last week that allowed us to more easily set up and manipulate 3D assets. We can now export a single mesh with a hierarchy from Maya and manipulate elements within that hierarchy based on the object's pivot point. This means that setting up our turret to rotate and followers will be more simple.

In an effort to prepare for the future and allow our UI artists to test out their art prior to putting it in the game, both of them are studying up on Javascript. Codecademy.com has a ton of helpful tutorials that are perfect for learning JS basics.

We also made a huge amount of progress on creating a collision add-on for the engine. We have a working sphere collider that we can hopefully begin using in our game in the coming weeks.



At the end of the day on Friday, the entire team sat down for a design discussion. Some members of the team felt disenfranchised and out of the loop in regards to the game's design. We resolved to take steps to ensure that everyone was on the same page and felt involved in the decision making process. From now on, planning meetings will involve the entire team, a comprehensive game design document will be written, and any correspondence with our client will be documented and relayed to the team.

Next week we will all sit down and hash out where we need to be in two weeks for our in progress review with Rich Hilleman.



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