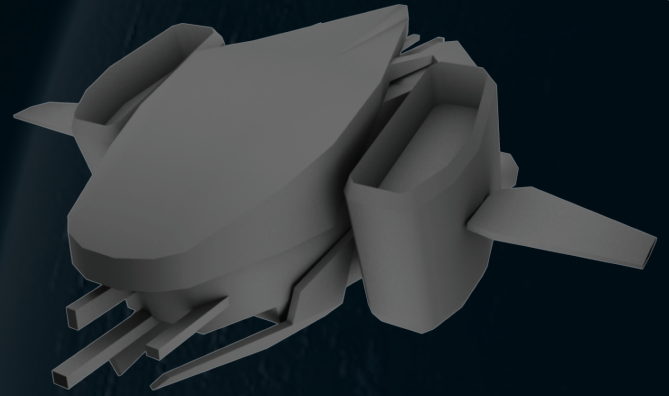# MEGALODON

February 24, 2012

We have EA assets!

This week began with a massive production meeting. In line with the decision made last week, the entire team sat down as a whole to decide our direction in the next two weeks and what we wanted to present to EA on March 6th for our in progress review.

We determined that we wanted to show off two players fighting in an arena with stationary AI turrets. Each player would be rushing to attack the power generator in the other player's base. The first person to destroy the enemy's generator wins.

We also discussed how to improve communication between the team and resolved that design documentation would play an important role. This week, we have taken several tactics to ensure that every member of the team knows our current status and direction. We now have a formal game design document that has detailed information and diagrams of every feature in the game. We also have a physical feature list that is on a wall in our space. Now at any time, the team can see for any given feature, where it stands in development.

This week, a great deal of effort was put into cleaning up our code and making it more object oriented. However, as the week wore on it became clear that we would need to focus more on getting features complete rather than polished. And with that in mind, we decided to set aside working on the game's particle system so that we could start tackling more important features.

On Wednesday we had an artistic design meeting. We discussed different directions that we could move in, but uiltimately because we have EA assets that we can use, we decided to go with a futuristic sci-fi look. But within that, our artists have a ton of leeway, so they are working on look development, doing concept art and reference gathering until Tuesday of next week.

As I mentioned above, we finally have the EA assets from the game that we are trying to recreate. Right now wer'e cleaning them up and we'll be repurposing them for use in our game.

Also this week we finished our collision module, began implimentation of our arena, and moved turret behavior to the server.

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