Factomo!

Making the Factory of Tomorrow

(logo coming soon)

Off We Go!

Welcome!

Our first week has mostly consisted of getting our bearings and understanding the goals and successes of project Sigma. We have begun to review the game design documentation this team produced and look forward to building on top of the platform they created. Internally, we have worked to set up our time and project management software and feel comfortable that our producer's proposed solutions will work well. Finally, we have begun the process of branding with a team-name brainstorming meeting scheduled for first thing next week.

Meetings

In this kickoff week we have had a number of meetings, mostly with our advisers, Ruth Comley and John Dessler, and we have successfully scheduled our first client meeting for early next week. We took time to play through the game prototype created by project Sigma and discussed our initial reactions, immediate points of improvement, as well as the process used to create it. Our final meeting this week addressed project and time management techniques and the use of the Asana and Gantter suites. These appear as though they will be very useful for the team. Immediately following this meeting we briefly discussed our website and some of our other obligations such as this newsletter and our other branding materials.

Sigma

One of our top priorities for this past week was ensuring that a plan was in place to assist our client in accessing the final game that project Sigma generated. This is being actively addressed by the former-Sigma team members.

The Team

- **Zero Liu** is our producer and fearless organizer. He will serve as our main client liason.
- **JJ Hou** is a former member of project Sigma and will continue working as a programmer.
- **Sherry Ma** will be working as a programmer.
- **Nick Sciannameo** will be working as a sound designer as well as handling external communications.
- **Albert Tian** is a programmer and game designer; he will also be working on web content.
- **Meng Xie** is our 3D modeler and artist.

http://www.etc.cmu.edu/projects/gm-serious-game/

Ruth Comley, Adviser
John Dessler, Adviser
Xiyuan Liu, Producer
Jingying Hou, Programmer
Qianru Ma, Programmer
Nicholas Sciannameo, Sound
Weichuan Tian, Programmer
Meng Xie, Modelling & Artist

GM