

FUTURE TECH

WEEK 10

This week, the team continued to make steady progress on the art assets and programming for the mod, and worked on further defining the vision for the project.

The artists continued working on the 3D and 2D art assets. Shaveen remodeled the default child unit model. Seewon completed concept art for the child unit, including concepts for the default unit as well as worker, soldier, and worker. Once the concepts were done, Shaveen modeled the three other child units. The programmers continued working with the modding tools and figuring out how to get our assets into the mod.

In order to focus our vision and gain a better grasp of our end goal, the team met with Ralph and Anna. During his visit, we first provided Ralph with an overview of our project that because he was unable to attend our halves presentation, and listened to his opinion. Later on in the week, Anna came by to help us focus our direction and figure out ways to better market our project to our target audience. From their visits, we gained a clearer view of our direction.

Next week, the team will continue work on both the art and programming aspects of the mod, as well as finalizing the mod design.



Advisor
Drew Davidson

Carey Davenport
Elwin Lee
Jennifer Sheu
Kaiyang Zhang

Team
Megan Johns
Pei-Lin Lu
Seewon Park
Shaveen Kumar

