

FUTURE TECH

WEEK 11

This week, Future Tech continued working on art and programming tasks and figuring out the exact goals that we want to accomplish with the mod.

The artists continued to work on both concept art and art assets that will be put into the mod. Carey completed several concept art pieces for the policy screen backgrounds. After discussing with the rest of the team about which designs were best, he refined the policy designs and created art for the policy buttons. Seewon unwrapped the four child unit models. He also drew portraits of the units. Elwin and Kai worked further on the mod design, and continued discussing the events design with Jennifer. The programmers continued working on figuring out the mod tool and working with it. Megan focused on making a playable map, managed to make changes to both of the art and layout of the policy tree, and got our start screen working. Both Megan and Shaveen worked on learning the XML and Lua scripting.

Jesse visited our team to help us figure out our goals for the project. He was able to provide clarification of our goals and the team was able to narrow down our definite list of goals for the project. In the middle of the week, the team met with Barry to update him on our progress thus far.

Over the weekend, Carey and Seewon will complete working on the policy backgrounds and screens and finishing up the units' portraits. Next week, the team will continue working towards getting a playable mod up and running in preparation for playtesting.



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Team
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