

FUTURE TECH

WEEK 7

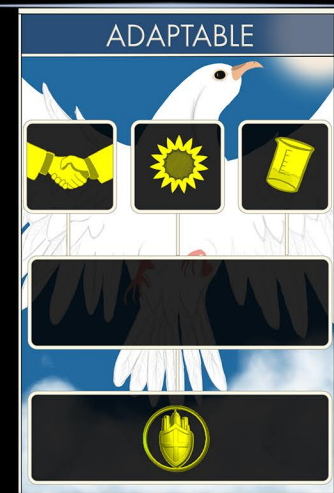
This week, Future Tech continued working towards completing our first milestone goal.

With the game mod design on its way to a finalized state, the team began working on rough drafts of the assets that are needed. We decided that our first milestone would be to get a design document together and concept art started to give to 2K and Firaxis before our meeting with Barry on Friday. This would help the team gain momentum on starting to work on the mod, and provide the client with a sense of the direction that the mod is going in.

Based on the art information that Firaxis provided, Shaveen modeled and rigged a rough child base unit that Megan gave a hammer and put in several poses. Seewon unwrapped the model and made some tech tree icons for the new tech tree. Carey made new policy buttons and a policy UI mockup. Jennifer put together a document containing the design description, flowcharts, and 2D concept art and sent it to Firaxis. The 3D concept art was added and a second version of the document was sent on Thursday due to the team having a license issue on Wednesday evening.

On Friday, the team met with Arnold Blinn to introduce our project and get his feedback. Drew came in to talk to the team briefly about our current progress and to discuss our plans for what to show during our halves presentation. Afterwards, the team met with Barry to get his feedback on the mod design and also asked a few questions.

Next week, we will finalize our plans about what to show at halves and continue working on producing assets.



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