

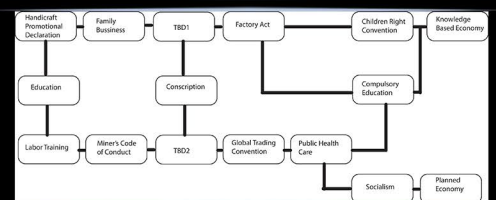
FUTURE TECH

WEEK 9

This week, Future Tech gave its halves presentation, received its new internal tool, and further solidified the design details.

On Monday, the team practiced together for the halves presentation in the morning, and gave the presentation that afternoon. The team did a solid job demonstrating to the faculty and fellow students the progress made on the project thus far, and clearly laying out its plans for the rest of the semester. Later that afternoon, we received our new internal tools from Firaxis. The team worked on installing the tool and getting it to run properly on our machines. Pei-Lin began researching the tool and figuring out how to complete the steps necessary for getting our assets into the tool and making our mod. Shaveen and Megan assisted her with the research process. Shaveen worked on importing 3D models, and so far he is able to modify the existing in-game models by replacing one with another, and scaling them bigger and smaller. Megan looked at the UI modification tools, and she can now place buttons on the screen, give them actions, create a custom UI screen, but not take a pre-existing button screen and overlay buttons on top. The designers along with Carey and Seewon met to solidify the most important parts of our design and entered these details into the design document. Elwin used the design document to begin assigning tasks to the other team members.

Next week, the team will continue to figure out the tool and working on producing the art assets according to our design document.



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