



## Tokyo Game Show

This week the team went to Tokyo Game Show (TGS) located in Chiba, Tokyo. TGS is held annually and is one of the world's top game conferences. One noticeable aspect of TGS 2012 was the great increase in the number of mobile, social and networking games being showcased at the conference. The products being displayed at TGS gave our team a lot of motivation and some creative ideas to pull from for our project. Also, this year the Entertainment Technology Center of Carnegie Mellon University had a booth setup on the exhibition floor in order to showcase projects done by students; and to potentially attract prospective students and clients.



## Moving Forward

Our team will meet on Monday, September 24 to brainstorm and discuss possible new design directions for the project. The goal is to find an idea that is more unique and fun and fulfills the requirements of our clients. We will then meet with the clients on September 27 to present our new ideas. On September 28, we will have our quarter presentation. The purpose of this presentation is for the faculty and the clients to get an idea of our design direction, what we have done thus far in the project, challenges we have faced and how we intend to move forward.