Oceanus 4

Playtesting

In the beginning of the week, Kai-Hsin worked on a method to send Sumi Twitter to Cooper so that he could run the program himself during a playtest with GL. He also made a Fraps of Sumi Twitter so that GL could playtest it on 1/4 of the EDG LED screen on Tuesday. Pei-Lin began the process of figuring out how to put our programs on four different screens, and the best way to set that up for both Sumi Twitter and Polar Rescue. The team began thinking about new fun interactions and made "draw over" storyboards for Cooper to present during his meeting with GL on Tuesday.

Meeting with Pittsburgh and GL

On Tuesday, the Osaka team met with Pittsburgh and Cooper to run through the new interaction ideas and see what everyone had to say about them. The team also discussed the new people that will be joining the team, and their roles that they are taking on in the project.

Cooper met with GL and Xorbis later that day, and emailed the team with feedback from GL about the new interactions. He asked to hold a Skype meeting the following day to discuss the feedback from GL.

Meeting with Cooper

The team met with Cooper via Skype and he spoke in detail regarding the feedback points listed in his email. GL decided that with our limited time and resources it would be best to pursue cartoony characters and a simple yet effective interaction. The models, textures, and animations will be stylized, and use vibrant colors so that they are easily visible on the LED. He mentioned that he would be sending us the EDG screen playtest video later that night, so that we could see how our Sumi Twitter looks on the big screen.

New Interaction Ideas

On Thursday, the Osaka team brainstormed new interaction ideas to present to GL. Stephen printed out copies of the grid detection playtest, and distributed several copies to each team member for them to draw their idea on. Later that afternoon, the team held a meeting to discuss the new interaction ideas. The team arrived at three simple and fun interactions. Stephen will be working on the storyboards that that will be showed to GL on Monday.

We're off to Kyoto!

On Friday, the team took a day trip to Kyoto. First, we attended the GAMEON ASIA 2012 conference, which was being held at Ritsumeikan University. For lunch, the team went to Kyoto Ramen Koji (Kyoto Ramen Street). The team ate tonkotsu ramen at one of the seven ramen restaurants. In tonkotsu ramen, the broth is made by cooking pork marrow bones and fat for hours. The team walked along the Skyway tunnel, which allows one to walk the length of Kyoto Station at a height of 10 stories up. One can see many landmarks from the Skyway.

The team visited Fushimi Inari Shrine, which is the head shrine of Inari. The shrine is famous for appearing in the film "Memoirs of a Geisha." We climbed the trails up the mountain, which was extremely refreshing and helped to clear our minds. After the shrine, the team visited the Kyoto International Manga Museum, which is housed in the former Tatsuike Elementary School. Following the manga museum, we went to La Jolla for Mexican food.

Next Week

The team will begin building a prototype of the new interaction and start working on the artwork. We will also speak with the new team members and inform them about the current state of the project, and what we need them to do.

Team	Advisors
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