



Getting things Growing!

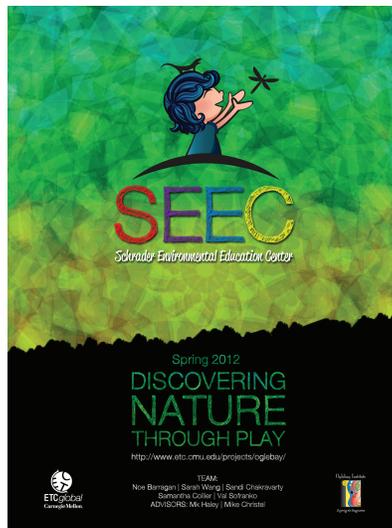
Overview

We have made big progress this week. Based on the feedback from our clients, we have made some big changes to our plan. Firstly, we decided to make a slimy salamander instead of an aquatic one, and we set our open world on land rather than on water. Secondly, we fixed the eating movement of salamander to shooting bugs with tongues and the defense mechanism to slime secretion, tail dropping and camouflage. Thirdly, we enriched the concept of our mini games. One form of mini game is a salamander eating bugs, termites and ants, the other form is defending your territory from other salamanders (as they are highly territorial) and warding off garter snakes. We also fixed our milestones and schedules for quarters and halves.

The progress

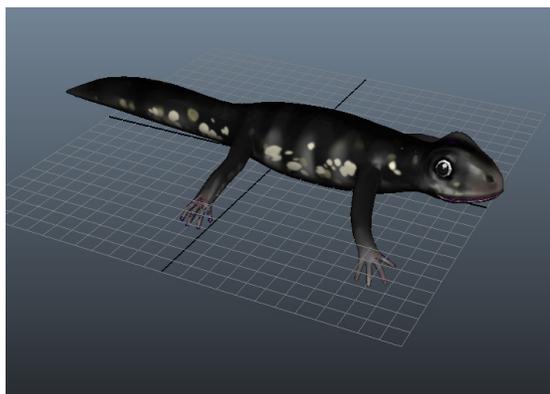
1. Logo, poster ,half sheet and website

Our logo and poster are finished as well as our half sheet. Our website structure is finished and the theme is being updated with the new logo in the next couple of days.



2. Models and Animation

The salamander modeling, rigging and texturing is finished. The walking animation of salamander is already started. We have a rough environment made for quarters, it will need a little change to keep it accurate to the environment found in Oglebay.



Team:

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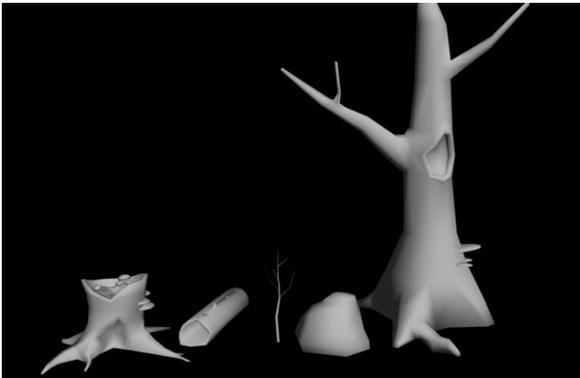
Oglebay Institute



Inspiring the Imagination

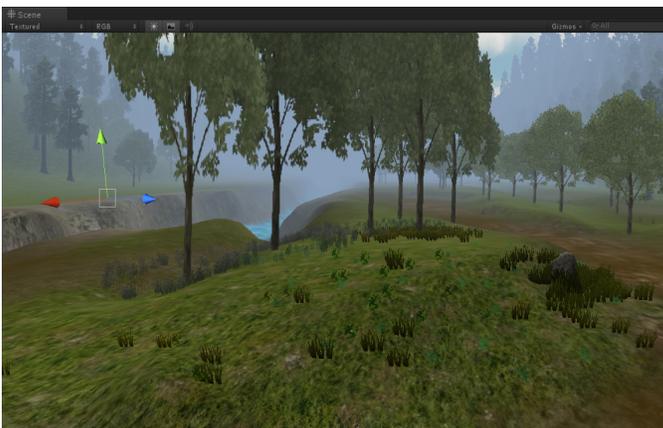


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3. Unity and Kinect

We decide to use OpenNI wrapper instead of Microsoft SDK (beta) as there is a copyright problem with Microsoft SDK (beta). We tested the movement of skeleton in Kinect and kept gesture recognition to ensure a smoother movement. We are confident in showing the basic interaction between human and salamander during our quarters next Wednesday.



4. Sound and Devices

We have already found a lot of sound sources for our project. But we are double checking it with our clients as to whether they are accurate or not. We did research to find the most suitable devices, and what we came up with are: QSC 8-channel amp 5.1, Speakers, UPS for power backup, Projector, Screen, Kiosk, Cables, Kinect and Computer.

Conclusion

We had a productive week, having made progress many areas of our project. We are confident to show what we have now in quarters next week. We also need feedback from our clients to change our environment and sounds to fit Oglebay accurately as well as choosing suitable devices.

What's next

We will have a lot to show at quarters. We will have a demo ready with the slimy salamander reacting to Kinect gestures. The demo also has an open world for the salamander to navigate on. We will also be presenting our storyboard and game design ideas to the faculty for further feedback.

