



## Getting things Growing!

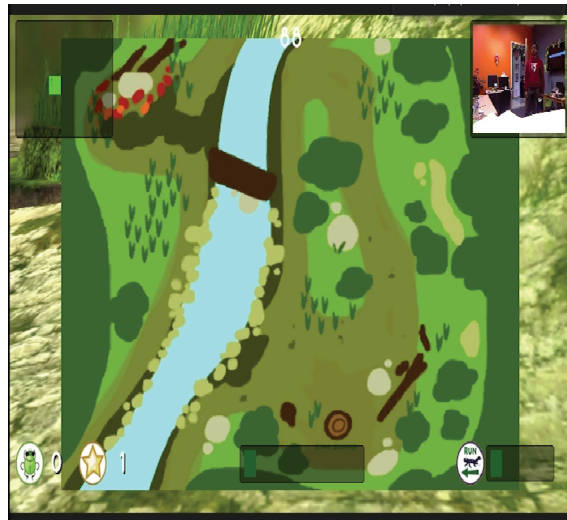
### Overview

There is a lot happening for team S.E.E.C this week. We are 80% done through our zone one experience. Models and textures are churning out at a past pace. Most of the gamplay elements and the kinect gestures are implemented . We will use the next week to complete the whole experience and show it for our halves.

### Our progress

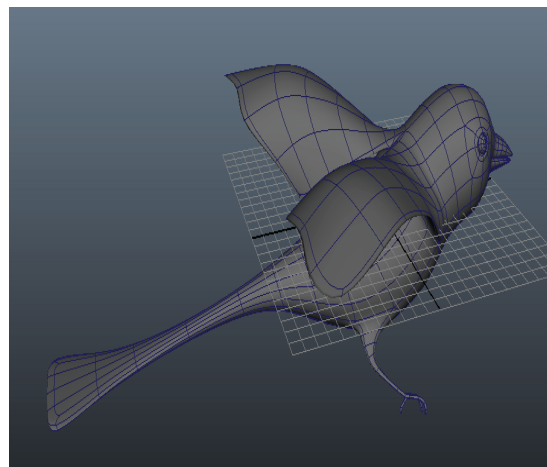
#### 1.Programming Side

We started off by finishing the basic gameplay elements like timers and score systems. We then moved on to the day/night/weather cycle system to give the atmosphere an earthy feel. Next we went on to implement the knowledge stars which are helpful little guides available across the area . To make the gameplay more interesting we added natural dangers like tree branches falling or birds swooping up small salamanders for food. We also spent quite a bit of time optimizing the scene to give good performance in different resolution. Lastly we added a new gesture of touching your heart, this brings up the in game map,



#### 2. Artwork Side

We finished up lot of artwork for the zone one scene. This includes bunch of small creatures like pill bugs, snails. Slightly bigger creatures like toad and snake. We also created two different variety of birds viz. cardinal and woodpecker.



#### Team:

Noe Barragan  
Sarah Wang  
Sandi Chakravarty  
Samantha Collier  
Valerie Sofranko

#### Advisors:

Mk Haley  
Mike Christel

Oglebay Institute



*Inspiring the Imagination*



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### 3. Hardware Side

The kiosk ui is now ready and accepting rfid connections. The kiosk ui currently takes rfid numbers from a text file but we plan to move it to a database for better structure and maintenance. All the hardware necessary for our game is here, we are planning to have a full on test with the new hardware right after halves.

### 4. Other

The script for the mother nature narration is ready. We will be sending them to our client for feedback.

### Conclusion

We are well on our way to halves with our production schedule moving fairly smooth. We will be finishing the rest of the gameplay (boss fight) and preparing for our halves presentation.

### What's next

We plan to spend the next week completing the boss fight and have zone one feature complete. We also will be rehearsing the gameplay and our presentation for the halves on monday (3/19).

Kiosk Arduino Bridge, The base kiosk ui responds to rfid input



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