

# Newsletter: Week 4

**This is team** Osiris presenting newsletter week 4. In this week, we have made many important decisions in the game aspect of the PicoCTF.

After an extensive research on the game engine, we decided to go with ImpactJS, a JavaScript Game Engine that allows you to develop HTML5 Games for desktop and mobile browsers. The goal of our programmers this week is to get familiar with the game engine and to make a gold spike with our artist to demonstrate the gameplay elements of PicoCTF.

Our artist have decided to use Pixel art. A big reason for choosing pixel art is it is easy to animate and modify, also the retro feeling of the art style is really popular among high school students, and of course, PPP prefers Pixel. With the choice of pixel art, we came up with a final robot concept and the client loved it! Besides these, the artists also provided a web page

graphics design for [www.picoCTF.com](http://www.picoCTF.com).

For the next week, we are going to work with PPP to select few problems to make a demo for the competition. Also, the ETC quarter walk around is around the corner, we are hoping to present our work and research that we have done while receiving useful feedback and advices from the quarters!




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