

Newsletter: Week 2

This week has been very exciting for our team, we had several efficient brainstorming sessions and came up with the theme of a robot companion and a space adventure.

We plan to design the competition into a combination of individual experience and team-competition experience. The story will start with the audience discovering a broken robot. We will update and revise the story as continue to work out the game design. Once we have made some progress on the design front, we will work with PPP to finalize the story. This will help the artists create asset lists and start planning for other future odds and ends like voice acting, sound design, and music.

On Friday, we pitched our ideas to PPP during our weekly client meeting, and received positive feedback. They liked most of the elements in the our proposed story and provided ideas to im-

prove the concept from the their perspective.

Our visual designer has also been working hard on our branding. After researching Hacking we discovered that fine artist M.C.Escher's work is well regarded in the community. Elements he used, like repetition, pattern and impossible constructions where a big influence on the team's identity. This was then combined with ASCII Computer Art and given a slick, modern presentation.

For the next week, the designers in the team is going to dive into the concept and start to create detailed problem design for the picoCTF, while the artists on the team will be working on creating concept art for the robot. Hopefully soon, you will be able to meet our new robot friend.

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PPP + ETC = PICO
CYLAB OSIRIS CTF