Newsletter: Week 6

In this week, the team has worked to their full capacity and finished the demo for Toaster War. It consists of three beginner level demo problems so the audience can get an idea of what the competition will be like.

The tutorial part of the game consists of five scenes, they are backyard, player's room, space port, space hangar, and the spaceship. Our artists have created the backyard scene and the room scene of the game.

For next week, we will create more art assets including the opening animation to tell the story better. Also we have arranged some meetings with edutainment experts such as Prof. Jesse Schell, Prof. Drew Davidson from the ETC and David Culyba from Carnegie Mellon Alice Project.

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