

## Newsletter: Week 10

**T**his was the week of the Game Developers Conference in San Francisco (March 25th-29th). Dani, Kai, Ted and Davis attended GDC, where they saw many submits and talks about games that really inspired them continue making picoCTF a great experience.

Tim stayed in Pittsburgh, where he was able to work on sprite sheets and character dialogue boxes. These will be added to the game next week, to enhance the world of the game.

Osiris will now be focusing on creating the final 'Team Experience' stage of the competition and finishing the final touches of the game over the next few weeks.



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