

In this week, we presented our half presentation to the ETC and our client representative Peter from PPP. With a brief introduction about picoCTF, we went over the story, art and programming structure as well as the design and logistics about the project.

the game developer's conference next week. And we will be back in the early April and start to finish the individual experience, see you in two weeks!

It is only a month away from the competition, the team is working hard to integrate the individual experience design into a playable product. Also, we have started to designed the team experience which will be a starfighter scene where the players can upgrade the ship with the pieces they gathered from solving different problems in the universe.

We had a few major press release this week from the CMU news to NBC, Daily Telegraph and so. There are more than 500 teams signed up for the competition which are around 2000 kids.

Most of the team will be going to





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## **TEAM**

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