



I have good news and bad news. The good news: we learned a lot of new things about game development because our entire team went to the Game Developers Conference. The bad news: we did no game development because our entire team went to the Game Developers Conference.

However, despite everyone being out of the office, we did achieve a major milestone this week. The preliminary version of our game that we submitted to the App Store recently got approved and is now available to the public. We plan on continually pushing updates to the Store as we develop new content throughout the semester.

Next week we jump right back into the proverbial saddle. We will spend the first part of the week preparing for our Halves presentation which is on Wednesday, after which we will dive into our next sprint refreshed from spring break and inspired from GDC. Stay Tuned!

