whale 'r' u
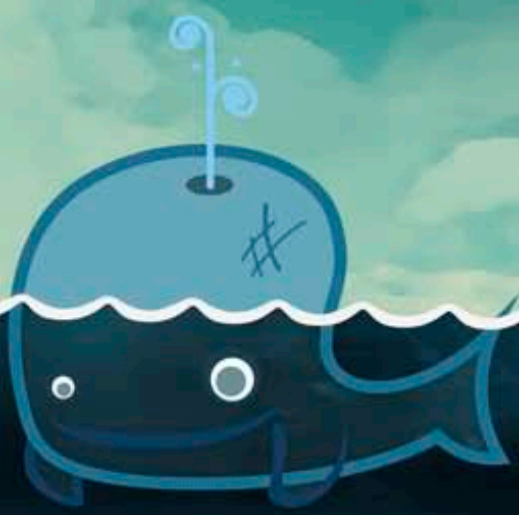
IN THIS EDITION OF WHALE'R'U NEWSLETTER: THE CONCEPTS BROUGHT TO THE SECOND MEETING WITH THE CLIENT AND QUARTER PRESENTATION

CONCEPTS

Last week we brought 6 concepts to the light of the meeting with the client where we could iterate upon and discard some ideas like location for implementation and feasibility. From those concepts we could narrow down and budget for 3 of them and submit to the client for a new meeting in order to one single concept be chosen. On top of these 3 concepts one new one was created converging client needs and our current ones – Code Name "Litter".

⊞   Litter – Interaction

CLIENT MEETING

This week we returned to the Whale Museum to meet our client. The short meeting was a turning point since we could select one of the presented concepts to be the one to develop for the rest of the semester – "Litter".

⊞   Litter – Concept Art

QUARTER PRESENTATION

This morning, Friday, we set up our project room to host some faculty members as our audience to the Quarter Presentation. We presented our process till today and our plan for the weeks to come including estimated dates for Alpha, Beta and Final versions of our deliverable.

NEXT WEEK

We will be creating art assets, design the experience and programming the game framework.

⊞   Whale Museum

ANTÓNIO GOMES | ASHLYN SPARROW | MÁRIO DINIS | MONIQUE PARK | PEDRO CANDELÁRIA | SHIBLI MANSURI
ADVISORS: MONCHU CHEN | SERGI BERMUDEZ

museudabaleia
CANIÇAL | MADEIRA

M-TI
Madeira Interactive
Technologies Institute

ETCglobal
Carnegie Mellon.
www.etc.cmu.edu