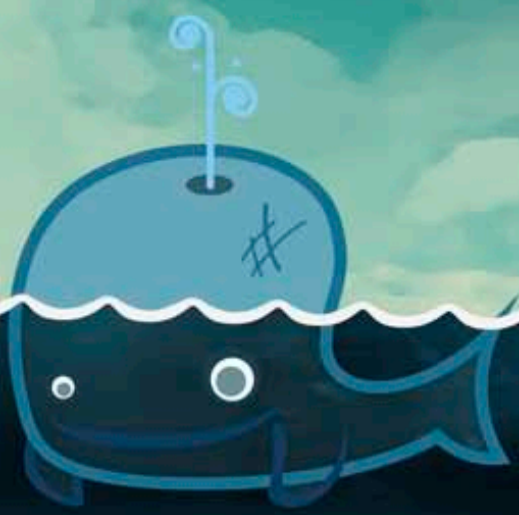


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newsletter 08

IN THIS EDITION: THE PATH FOR DEVELOPMENT HAS BEEN SET AND THE ROAD TO ALPHA HAS BEGUN.

CLIENT MEETING

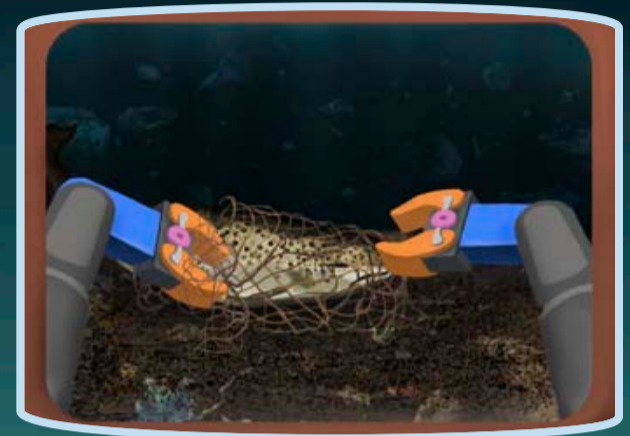
On Tuesday we met with the client to present what has been done concerning to the project production. We presented the client with 2 concepts we developed regarding the requirements previously set: one was more based on a fun activity - Depth; and the other was focused more about the message that the client wished was conveyed - Change. Our goal for the client meeting was to get feedback on our ideas and optimally have a decision on choosing one of the concepts so that we could begin the production phase in the project. Depth was the chosen concept. Afterwards we got additional information about hardware to be used for the final installation which we brought from the museum to test in our project room.

ROAD TO ALPHA

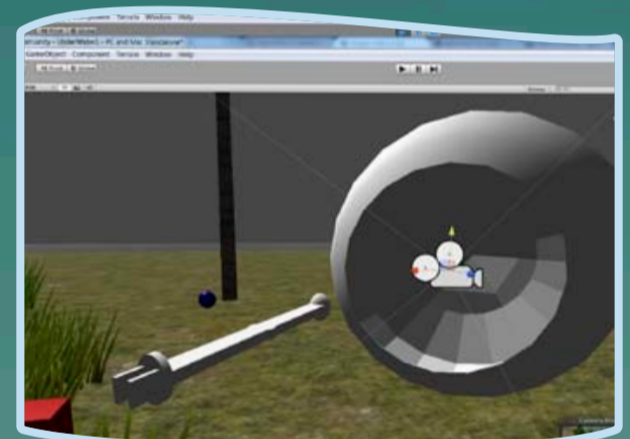
This week we started to implement the concept to Unity3D. Placeholder models have started to be coded in order to perform the basic mechanics like drag and drop objects. Parallel to the technical development, 2d art has started to be produced.

NEXT WEEK

We will be preparing for half presentation while keep on further developing alpha version by creating assets, implementing more mechanics and improving the physical prototype.



Depth - concept art



Depth - Building Alpha



Depth - Controller prototype

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