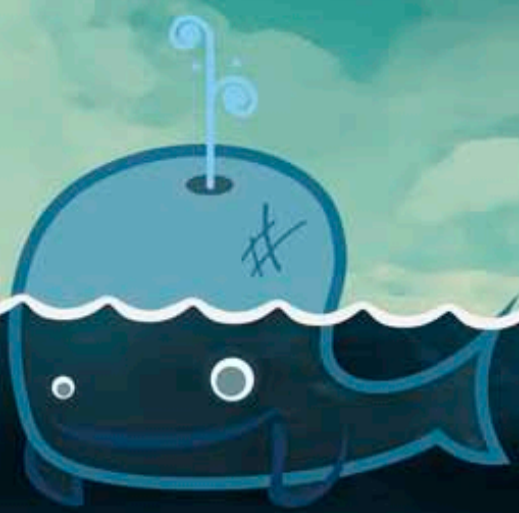# whale 'r' u

newsletter 09

IN THIS EDITION: IT WAS PRESENTATION AND ASSET PRODUCTION WEEK

ASSETS

From the concept set last week, we started to create our asset list to start production. We grouped the assets into two main categories, hazards and wildlife.
Before the end of the week, we got close to a third of the assets done giving us many examples to show on our half presentation. This allowed the audience and the client to have a better understanding of our chosen art style.

Dolphin and Green Turtle

TECH DEMO

As we continued to develop work towards Alpha, we were able to create an interaction prototype that shows the possible actions the guests will have. In order to show this high level of interaction, we put together some objects, the submarine claws and a test environment.

Hazards

HALF PRESENTATION

This Friday afternoon we presented our project for an audience of faculty, students and our client reporting on the progress done thus far. We were also able to update the client and get feedback from the audience about the user experience and game design.

@ jornal da madeira

NEXT WEEK

We'll reach alpha version by the end of the week so we can start testing art style, mechanics and the flow of the experience.

Team Presenting

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