Today

- Pitch updates
- Syllabus changes (and next pitch rounds)
- Time for questions
- Please volunteer for Henne talk (Wednesday evening, need 2-3 people)
  email Jonathan Westphal (westphal@soe)
Pitch updates
ARC Infinitum

- Judges: Good idea — overly complex
- Team: Cutting dynamic tech morphing from core game (Winter 2010), also helps play
- Outcome: Greenlight
- Next: Final team by midnight Wednesday, start pre-production
Penumbra

- Judges: Good idea — need more specifics on visual style and level design
- Team: Working on sample art and level design for deeper level
- Outcome: Conditional greenlight
Stack n’ Deploy

• Judges: Good idea — team size is major concern, but we will not dictate

• Team: Considering judges’ thoughts

• Outcome: Greenlight

• Next: Final team by midnight Wednesday, start pre-production
PS3 Development

• Judges: Concerned that PS3 a challenging platform for first large team project, limited dev kit resources, etc

• Teams: Want to share code, but will create dependencies between Arc & Penumbra

• Outcome: Second computational prototype will focus on answering the core shared tech questions — starting work now
Other pitches

• No other pitches were greenlit

• One first-round pitch in further development: Helios pushing co-op ideas further (as judges suggested)

• Others joining greenlit teams or developing new pitches
Syllabus updates
New Pitches

• Slides for new pitches are due at midnight tonight (to Brandon)

• New pitches happen Wednesday — and I will give feedback

• Next round of judging will happen Monday or Wednesday next week (checking judge availability)
Where we are now

- A number of elements of the syllabus have been deleted to make room for more pitches (e.g., only one round on design doc)
- But you still have to finish pre-production before Winter quarter starts — time is now tighter for those not greenlit
- Next big tasks: Defining questions answered by prototypes, making schedules
Other changes

- Readings changed and moved. First agile/scrum readings this week (inform schedule plans) and more next week.
- Ed Catmull talk this Friday (3pm).
- Jim Rushing talk next Friday — focused on agile and scrum.
- Frank Lantz in November.
Summary
Summary

- For those developing ideas, focus on innovative idea, realistic scope, & asset plan. I will be available for discussion/feedback.

- For those greenlit, preproduction starts now. Identify the biggest questions, plan how you will answer (class-assigned prototypes just one way) and start working.
Questions?
Extra time?
Great, I’m here to talk