Week 2 Agenda

**Deadlines**

Midterm deadline for all vertical slices to be polished: April 26th!

Final screening deadline: June 1st

**Assignments**

Decide on and start to implement new workflow. Clean up motion and timing of “vertical slices”

**Lab Schedule**

[5:30 - 5:50] Class discussion about the feedback you got from Natalie and Dave. What workflow will you be using? What specifically do the engineers and the artists have to do to make this work?  
[5:50 - 8:10] Work in groups to re-structure or re-create your Unity scenes based on the new workflow.   
[8:10 - 8:20] Class discussion about what each group accomplished, what issues came up, etc.

**Lab Reports**

Group/act:

Name:

Date:

1.Group report:

What are the main issues your group is facing this week?

What are your top priorities these next two weeks as a group?

Are there any concerns with the progress your group is making?

2.Individual report:

Please list the tasks you accomplished during lab today.

Are there any technical issues that you would like to receive help with from Dave and Natalie? (If there are, please be specific, and include a Dropbox link to any files)

What are your goals for the next week? What can you accomplish personally to help your group move forward?

3.Production goals

How did the tasks you accomplished support your group/act goals?

Do you have any concerns about meeting your April 26th deadline?

How can the staff and TA’s help you meet your deadline?