

NewsLetter 6th week

Following Quarters, this week saw the realization of our plans. Our focus was on designing UI and discussing the scope of project. We had two team meetings discussing about UI. Keyin, the 2D artist mocked up 3 versions of User Interface, including a vertical version and two horizontal versions. We pitched the UI mockup to our client on Thursday Skype meeting. To test the potential functions of the App, our 3D artist MZ printed 3 sample tops. From evaluating the test result, we decided the main mechanism, that we let kids design top in 3 steps: create bottom shapes, choose a handle and choose 3d decoration prefabs. Our programmer Yan started developing the prototype. He implemented the dragging function of a top. He also created a basic scene where player can interact with 3d model.



Next week, from technical perspective, we will test the plugin installed for building file system, background blur effect as well as graphic dragging function. On the art aspect, we will adjust UI and

create more 3d prefabs. Overall, we remain highly enthusiastic about the project and look forward to bringing a new level of accessibility to creative design for kids.