

Draft for 3D game:

4/12/24

Notes:

- Going to use Blender & Unity.
- Will I make the models or get pre-made models?
- Need to check in on Blender & Unity book that's at home.
- Maybe see if there's a dialogue alternative to Yarn Spinner
- Make human organs that you can walk up to and display facts about.
- Organ textures may not import perfectly, so I'll make them only singular colors for each piece.

Due Date: April 29th & May 2nd

↓
Exact day TBD

People to interview:

- Charlotte (bio-med).
- Maddy (neuro science).

Organs to use:

- | | |
|---|-----------------|
| • Heart | • Liver, maybe? |
| • Brain | • Stomach |
| • Skeleton (even though it's not an organ). | • Lungs |
| | • Kidneys |

Tasks:

- | | |
|--|---|
| <input checked="" type="checkbox"/> make brain | <input checked="" type="checkbox"/> make display tube |
| <input checked="" type="checkbox"/> make heart | <input checked="" type="checkbox"/> create GitHub repo. |
| <input checked="" type="checkbox"/> make liver | <input checked="" type="checkbox"/> Make eyeball |
| <input checked="" type="checkbox"/> make lungs | <input checked="" type="checkbox"/> Make neuron path |