

Implementation Update

Currently, my project has changed course in a few respects: 1.) I have since renamed the project from 'EcoSphere' to "Wildland"; 2.) I have moved away from my original concept of the player acting as the natural world, and instead have centered the goals of the game around learning about coniferous forests and wildland fire; 3.) The game still has no "win" or "lose" option, as it is intended to be more educational than competitive. My progress has slowed down slightly due to significant lag caused by Unity and a few instances of my scripts crashing the program (ugh!). I don't expect the game to be completed by the end date, however I will still have enough to present and discuss during our final meeting time.