In light of your statement yesterday, that now is the time to focus on what is already in the game, we have decided that we will no longer be able to implement one of the technologies stated on the release information, the optimal strategy AI. However there is another technique that we have worked on throughout that we feel we can substitute in, this being the communication of time travel to the player. This falls into several categories, principally user centered design but also reaches into HCI and aesthetics. This has been a technical challenge in everything from conceptualization to implementation. We wanted to be honest in our report and not try to rush something that has little chance of success given the time frame we have left.