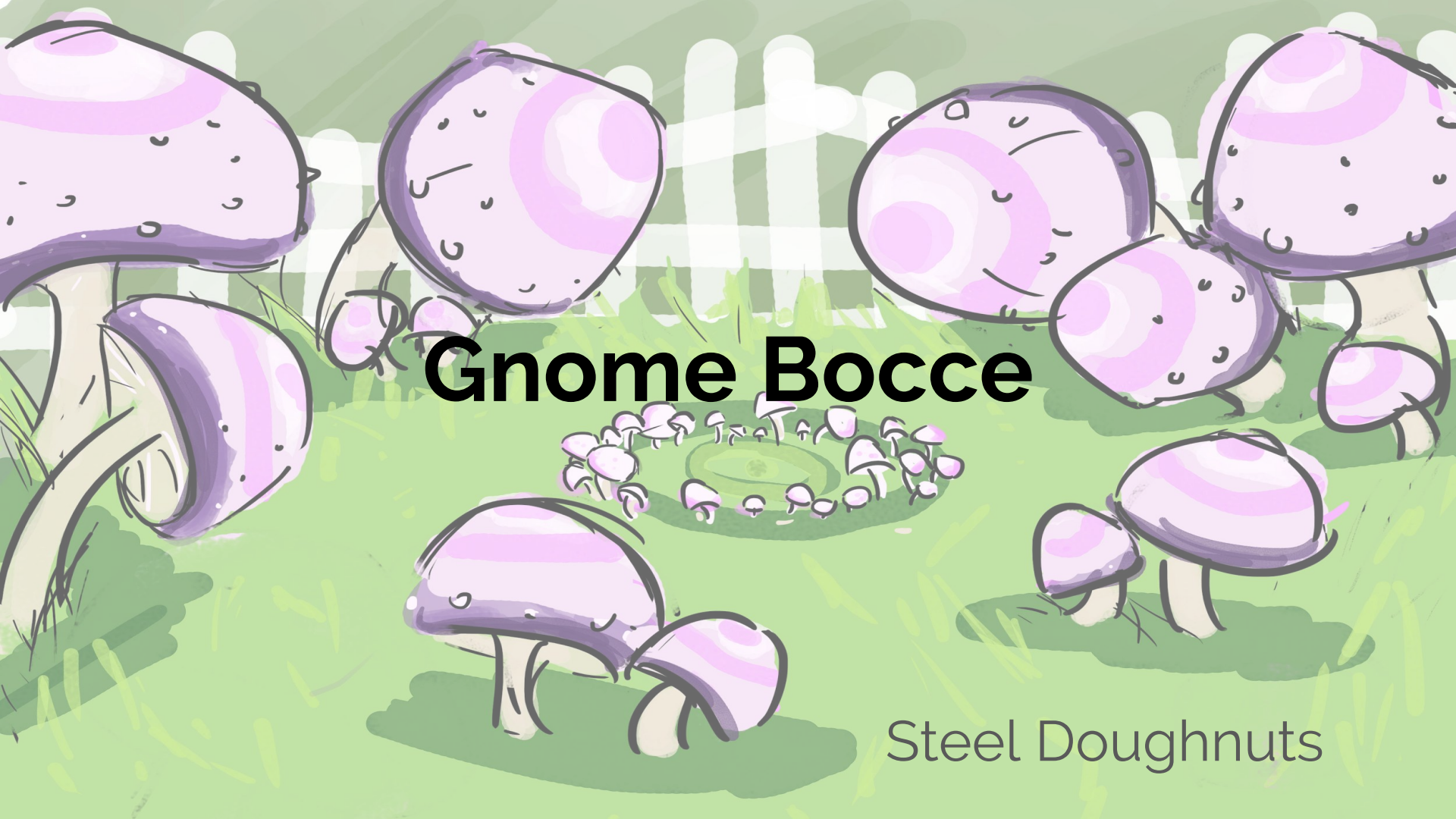
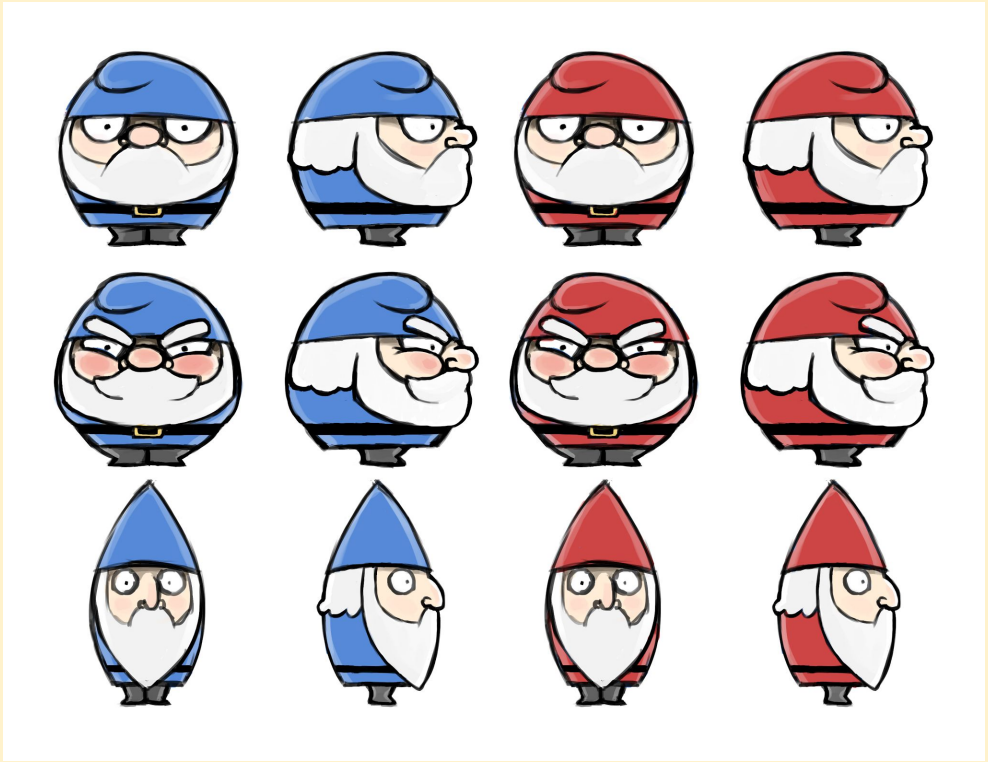
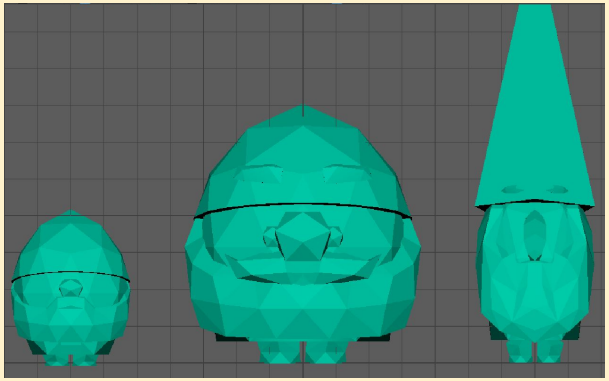
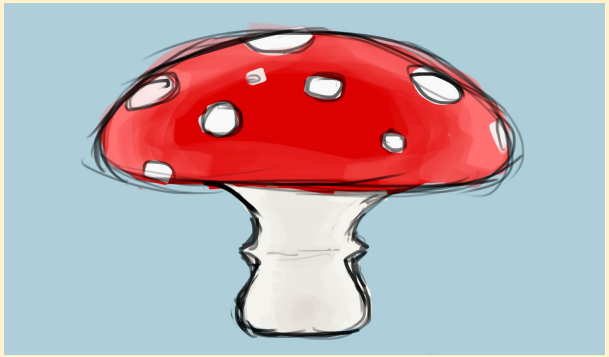

Gnome Bocce
Steel Doughnuts

Introduction

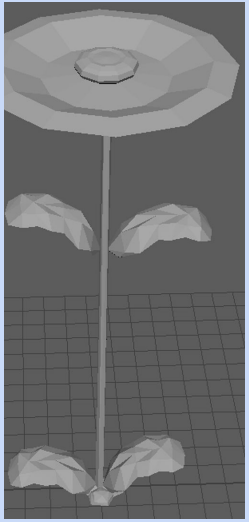






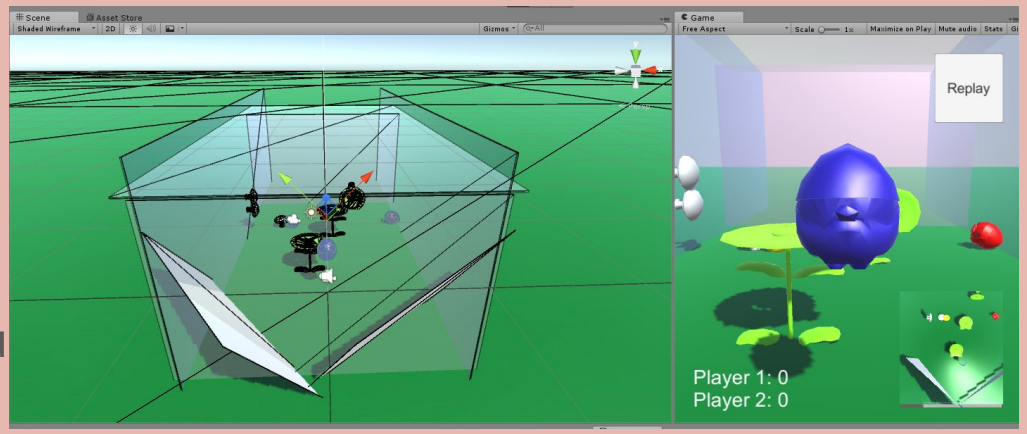
Status: Art

- 3D Models
- Interface
- 2D Animation
- Textures
- Audio



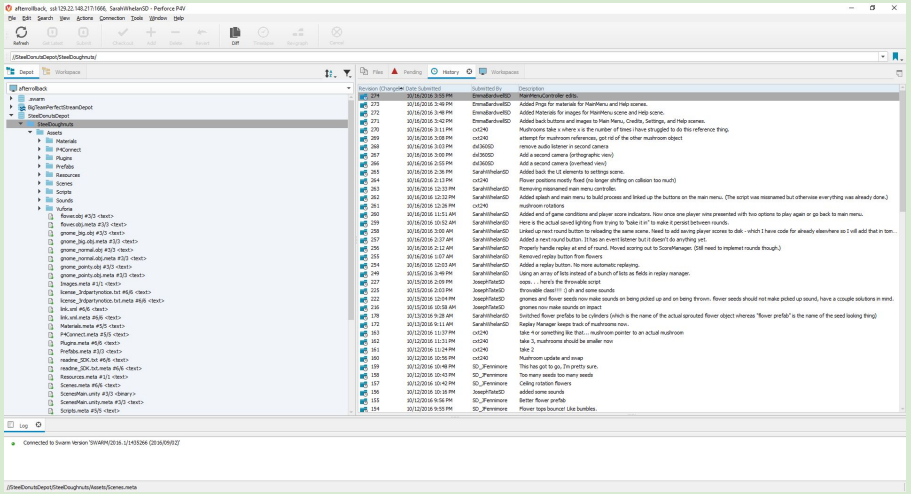
Status: Programming

- Round based bocce playable from start to finish
- Mushrooms generated
- Flowers sprout from thrown seeds
- Replay throws
- Placeholder audio for backgrou and collisions
- HUD/Top down camera view
- Menu/Settings/Help Screens



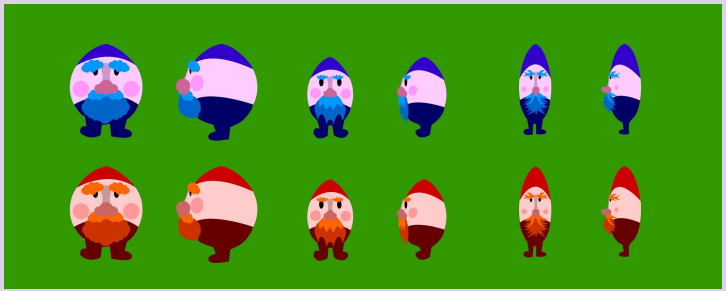
Current Challenges

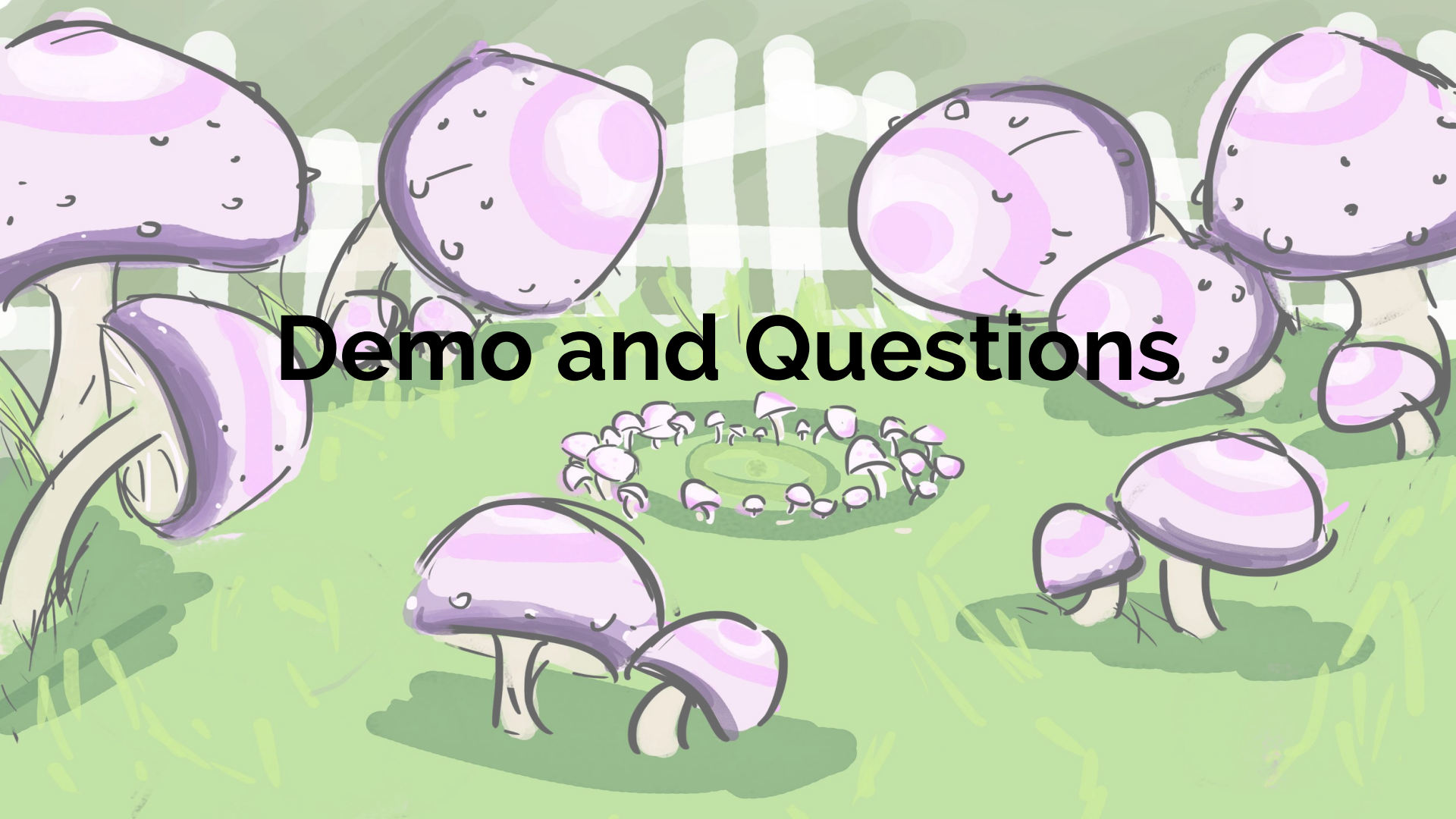
- Arbitrary perforce oddities
  - We've gotten a lot better really
    - Thank you Dr. Fu
  - Group communication has been key
- Targeting multiple screen sizes has been trial and error so far
- Whole team meetings don't really happen outside of class but we try to keep in sync other ways.
- Vuforia - merge



Improvement Plan

- Choose flower types
- Gnomes with distinctive properties
- Texture Integration
- Original background music and sound effects
- Adding in animations for collisions or sprouts
- Clean up UI and scenes




Demo and Questions