

Midterm Progress Homework (due 3/6)

Continue working on your midterm, which is due on the 13th. Focus on the big picture, not on perfecting one small piece. E.g. what is the world like, how does the core interactive mechanic work, how does the narrative arc unfold, etc.

I don't expect you to have your project full mapped out and implemented, but I do expect to see significant progress towards a complete interactive experience. (And ping me if you hit roadblocks - I'm here to help!)

For Monday 3/6, send me a progress report:

- A quick description of where you are currently and what you still need to finish for the midterm.
- A windows build of your project. Here's a build & player settings [tutorial](#). Remember, when sharing a windows build you need to share both the ".exe" and the "_Data" folder.