

Week 12 Report

Summary/Reflection

Another somewhat slow week for us, however we are preparing for our preparing for our press release. We also have a working installer of our game now.

Achievements:

- Visual aesthetic updates to the level
- Have an installer of the game
- New gameplay music in the background

Problems:

- Sony Vegas for the trailer crashing
- Low hours
- Unsure and inexperienced in marketing and press releases

Plans:

- Initiate publishing plan
- Release trailer
- Prepare for final showcase