

NMD 306/Professor Mike Scott
04/28/2014 (Last Class to get feedback.)
Group Progress: Andrew, Caitlin, Jay

Next Group Meeting: Maine Day, Wednesday, April 30th (be ready to shoot footage)
Project Presentations: 8:45-11:30am, Thursday, May 1st
@ the MAINE DISCOVERY MUSEUM
74 Main Street, Bangor

-PROPOSAL-

- Write Conclusion, Budget Summary (place below budget list), Contents and References Page.
- Expand on Statement of Problem
- Rearrange Target Specifications. Improve Generating and Selecting Design Concept
- Replace "We, I, Our" statements.
- 1.5 Line Space
- Four copies: One for Mike, Three for them, Plastic Sleeves.
- Send Corrections to jay.preston@umit.maine.edu

-PROJECT VIDEO-

- 1.) Script & Shotlist
- 2.) Screencasts: Unity Maze, Player Point of View. Take 10 second screencast of directions.
 - Forward
 - Backward
 - Left
 - Right
 - Wrong Turn: Continue down wrong path, and show the player turning around and going the correct way.
- 3.) Green-Screen person walking, to show how the exhibit would operate.

-PRESENTATION-

Our concepts: memory, landmark identification, follow directions correctly.
Don't assume they know what the Omni is.

Each Person should talk, clearly define concepts, 5-10 minute overview, then demonstration. Be ready to Answer Questions.