

Jefferson Technical Design

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| | Chapter | Status |
|-------|------------------------------|------------------|
| 1 | Goals | |
| 2 | The World | Intermediate |
| 3 | Objects | Intermediate |
| 4 | People | Intermediate |
| 5 | Pets and Pests | Outline |
| 6 | Simulator | Outline/Web |
| 7 | (combined w/ Ch. 6) | |
| 8 | Framework | Outline |
| 9 | Architecture and Landscaping | Intermediate |
| 10 | Graphics | Outline/Diagrams |
| 11 | Movement | Intermediate |
| 12 | Character Animation | Outline/Web |
| 13 | Sound | Outline |
| 14 | Resources | Outline/Partial |
| 15 | (combined w/ Ch. 14) | |
| 16 | Tools | Outline/Partial |
| 17 | (combined w/ Ch. 16) | |
| 18 | Content Development | Outline |
| 19 | Software Development | Outline |
| 20 | Documentation | Outline |
| Appx. | Theory of Operations | 2 Scenarios |

Authors: E. Bowman, J. Doornos, D. Hopkins, C. London, J. Mackraz