

**This** week we had a complete runthrough of the experience with the Home Team and a playtest at the University Center. From that, we are able to come up with a Change List which allowed us to visualize and prioritize the polishing we can make before Soft Opening.

**The** biggest challenge we faced was the Unity loading time. Hence, we have been working on the optimization of the game assets to reduce the build size and thus the loading time. We looked into the possibility of covering up the loading with the transition video and/or using the Unity and looking into AssetBundles to fake a shorter loading time.

**We** had our final filming of the videos done and we polished up the UI elements and layout which improved the whole experience significantly. We started to add background musics and sound effects to the mini-games but tried to keep to the minimum because sounds are expensive elements to use and will increase the loading time.

**Overall**, it is a hectic week but prepared us for the Soft Opening.

