

This week, we focused on finalizing all the game builds, making sure everything is in place, and upgrading all the existing assets. We refined game tutorials to ensure that we help the users to understand the game as fast as possible. Moreover, we tried several UI layout for games to match the overall experience and to help the user to play the games intuitively. By optimizing the game, we ensured minimum loading time and covered all the loading bars with the transition videos.

According to the feedback from soft opening, we decided to remove the cartoon filter for all the videos since the realistic videos provide less distraction for the users.

Next week, we will be focusing on polishing the website by fixing typography, resolution, and UI placement, especially the journal, dialog box, skip, pause, and close buttons.

