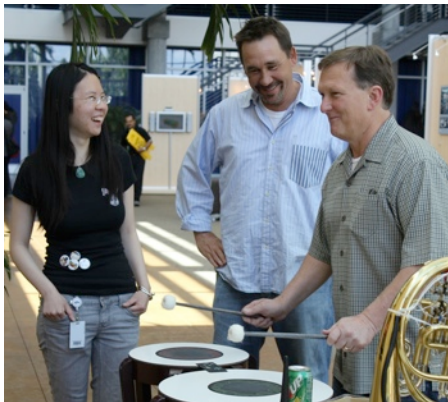# Newsletter

Week Fifteen
The end
April 30 - May 4

Key Word:
- Soft Opening Showcase
- Finishing up

This Friday, ETC Silicon Valley campus had Soft Opening Showcase at EA Redwood Shores Campus. The showcase started as people watching us play, but soon they started to play with us. The game got a lot of positive feedback, especially from those who have been to our progress

presentations. They told us that the game is more polished than they expected. It was really great to see

professional developers enjoy our game, and what's even more awesome was people became interested in playing even when others were watching. This happened rarely before, and we were very excited about it.

This is the last week of DoReMi Pets' development. The team mostly has been finishing up debugging and cleaning up files for final delivery. Throughout the course of the semester, we had a fantastic experience working on the project. Not only did we create a game that our target audience really love, but also together we had a lot of fun, learned new skills, and grew as professionals.

There are a lot of components that made this project successful. The skill sets of the team matched the needs of the project. The client was super active in communicating and taking efforts to help the team make the best game. We were also lucky enough to get incredible external support from experienced developers, professional musicians, and local student parents. Last but not the least, whenever we needed help, Jiyoung Lee and Carl Rosendahl–our two wonderful advisors– always helped us to make things happen. Thanks to everyone involved in the project, we were able to finish our semester with a great product that the whole team is proud of.

A SmileGate and Entertainment Technology Center Collaboration.

Advisers
Carl Rosendahl
Jiyoung Lee

Team
Evelyn Chang: Game Designer
Qiaosi Chen: Programmer
Hyemi Do: 2D/UI artist
Prashanth KP: Programmer
Paulwei Wang: Co-producer, Hardware engineer
Chong Zhang: Co-producer