## Mini Game Development

Last week Team INVOLution was able to solidify a theme for our app. With the theme and artwork style in mind the team focused its resources on creating the first complete mini-game. The first game would fall under the transportation category. This means that when a user finds a pod of information which falls under the Transportation category, there is a chance that they will be presented with this mini game to complete. Depending on the player's performance in the mini game, they will be awarded with a certain number of tokens which they can use at the app's gachapon machine in order to try and get a new collectible. The user will have the option of playing the game or not, this is to accommodate the possibility of a user wanting to have direct access to the information while maintaining the unique gameplay feature of the app.

The game which is temporarily being referred to as Steam Punk Evasion, features the avatar that is in charge of the transportation category Steam Punk Cat (SPC). SPC has four gachapon pod passengers in his plane and he must deliver the pods to their respective station stops before he completes his route. The player can move SPC left and right on the screen and try to avoid colliding with obstacles which will slow him down and delay him from dropping off his passengers.
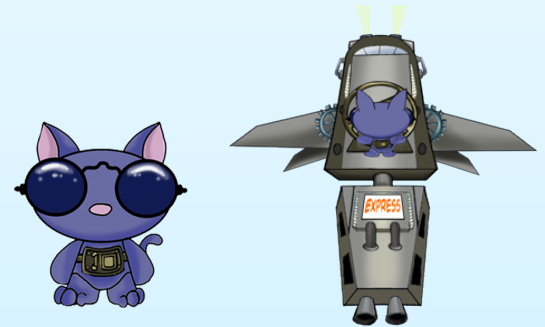
Based on the number of pods the player drops off as well as the time they complete SPC's route, the user will be rewarded with a certain number of tokens. We are trying to create a system in our mini games where the player is rewarded despite how poor they perform. Despite the goal of our games being simplicity and fun, we are aware the game is still taking some time out of the typical Japanese resident's daily schedule. As such, we want to still give them some kind of reward to let them know the time they take to play the game is appreciated. This model is used mainly because at the core we are creating an app, if it was a game from end to end then we would most likely utilize a different design model. Though if they perform very poorly, then the reward will not be extravagant, so the player will hopefully be motivated to come back, try again and do better the next time.

Thankfully the programmers and artist were able to work simultaneously. Steam Punk Evasion was created using "programmer art" initially and when the artist was finished with the artwork they were integrated. The team was able to get the "toy" working, and all that remains to be done with the mini game now is to make some adjustments to the art assets and some additional programming tests.

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